

Kai Huang

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TECHNICAL SKILLS

- Languages: Java, C, C++, Python, MATLAB, Octave, Assembly Language (MIPS, LC-3)
- Operating Systems: Microsoft Windows, macOS, Unix
- Familiar with computer networking, such as: routing algorithms, packet tracing, and network security

EXPERIENCE

Play-Well TEKnologies

Piedmont, CA

Assistant Instructor

June 2015 – September 2015

- Assisted in instructing basic kinematics and engineering to children in primary school

Play-Well TEKnologies

San Anselmo, CA

Marketing Intern

June 2015 – September 2015

- Intern for marketing research and advertising, worked mainly in data entry

ACADEMICS

University of California, Santa Cruz

Santa Cruz, CA

BS Computer Engineering

September 2015 – June 2019 (expected)

- University GPA: 3.9/4.0

Relevant Coursework

- Data Structures and Algorithms
- Computer System and Assembly
- Differential Equations and Linear Algebra
- Stochastic Analysis
- Elementary Mechanics, Wave, Optics, Fluids, Electricity and Magnetism

PROJECTS

- Developed a platformer game on GameMaker for class in game design and game theory

ACTIVITIES

- Kuya-Ate Mentorship Program Coordinator, Filipino Student Association
- Member, Chinese Student Association