Kai Huang

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TECHNICAL SKILLS

Strong:
· Java, C, HTML, CSS, Git, UNIX

Working Knowledge:
· JavaScript, C++, Python, MATLAB, Octave, Assembly Language (MIPS, LC-3)

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 date 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
· Computer Networking, Routing Algorithms, Packet Tracing, and Network Security
· 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