# Kexuan (Michael) Huang

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#### **EDUCATION**

University of Michigan

Ann Arbor, MI

Aug 2022 - May 2024

Master of Science in Information
University of Wisconsin-Madison

Madison, WI

Exchange Student in Computer Science

Jan 2022 - May 2022

Shanghai Jiao Tong University (UM-SJTU Joint Institute)

Shanghai, China

Bachelor of Engineering in Electrical and Computer Engineering

Minor in Computer Science, Minor in Entrepreneurship

Sep 2018 - Aug 2022

Work

Apple

Cupertino, CA

Software Engineer - Core OS

July 2024 - Present

• Worked on Core AV (Audio & Video) team with C and Python to build the internal software infrastructure and platform for validating AV technologies across all of Apple's product families, including unreleased prototypes.

Valeo

Troy, MI

Software Engineer

Jun 2023 - Aug 2023

- Developed automated-parking testing programs in C-based language *CAPL*. Utilized distributed systems design tool *CANoe* to validate *ECU* network signals and virtual testing environment *Vosstrex* to simulate vehicle behaviors in diverse scenarios.
- $\circ$  Implement image processing algorithms in C++ with Open Graphics Library (OpenGL) to efficiently handle real-time raw video streaming from vehicle cameras placed at varying angles, ensuring adherence to strict specifications.
- Built Jenkins CI/CD pipelines and dashboards with Dashing frameworks, triggered upon codebase changes in Application Lifecycle Management (ALM) system to automate project build, code analysis on Klocwork, testing and hardware validation.

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m AMD} \\ {
m Software} \,\, {
m Engineer} \end{array}$ 

Shanghai, China

Dec 2020 - May 2021

- o Developed static analysis plugins with C++ and Python to parse HDL source code, extract user-specific components, conduct cross-validation and generate bug reports, which notably accelerated the routine design verification process.
- Implemented an in-office team platform with *Django* framework in *Python* and *JavaScript/HTML/CSS* on the local area network (*LAN*), which enables seamless information sharing and workflow synchronization among colleagues in office.
- Revised and modernized legacy *Perl* and *Ruby* code with *Python* and *Shell* scripting to establish a cohesive GPU test flow for efficient large-scale data processing and analysis.

Segway Software Engineer Shanghai, China

Jan 2020 - Mar 2020

- Developed an onboard debug assistant in C using FreeRTOS for service mode of autonomous delivery robot prototype, facilitating real-time access to parameters and settings. Utilized UART, Bluetooth & Wi-Fi for seamless log exporting.
- $\circ$  Implemented test programs for host computers & STM micro-controllers in C and Python. Performed comprehensive unit tests for communication modules and integrated tests for decision-making systems in both PC emulator and real life.

### TEACHING

## University of Michigan

Ann Arbor, MI

Graduate Student Instructor (GSI) for course Data-Oriented Programming (SI206)

Aug 2023 - Dec 2023

- Worked with a team of 16 people to coordinate 300 students to reinforce course concepts such as *Python*, *SQL*, data structure & algorithm, object-oriented programming, database management, API, file system and data analysis & visualization.

### Projects

### ChatGPT on WeChat (GitHub 810 stars, 2.7k active users)

Open-source Project | TypeScript, Node.js, Asynchronous Programming, Docker, CI/CD, Rapid Cloud Deployment

- Developed an AI agent to integrated ChatGPT into WeChat (the most popular social media in China), enabling keyword triggered auto-reply, along with customized task handlers, facilitating productivity and fun with the cutting-edge AI model.
- Leveraged *TypeScript* asynchronous programming to seamlessly handle incoming chat messages, and forward responses from GPT-40 models through the integration of *Wechaty* (an open-source project on GitHub) and the OpenAI API.
- Released a deploy template on cloud platform *Railway* by streamlining the build & deploy process with *Docker*, which currently ranks Top 1 in chatbot popularity with over 2.7k active users. Resolved over 70 issues on GitHub. ✷

#### SKILLS

- Programming: C, C++, Java, Python, JavaScript, TypeScript, SQL, React, LATEX
- Development: Git, GitHub, Docker, VS Code, macOS, Linux
- Specialty: Badminton (former professional athlete in China), Anime Piano