

# MADISON HUANG

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Portfolio Site: maddiehuang.github.io

## OBJECTIVES

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- ❖ Learn and implement practical industry applications of ML, graphics, and webdev frameworks
- ❖ Gain experience with team-based Agile development, unit testing, and maintenance

## EDUCATION

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| ❖ University of California, Irvine              | Irvine, CA              |
| Bachelor's Degree in Computer Science (3.5 GPA) | Fall 2016 - Spring 2020 |

## EMPLOYMENT HISTORY

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|---|-----------------|
| ❖ NVIDIA Corporation  | Santa Clara, CA |
| Software Engineering Intern   | Summer 2016     |
| ➤ Data labelling for Drive PX 2 AI platform                           |                 |
| ➤ Trained neural network for visual processing in autonomous vehicles |                 |
| ➤ Performed QA on human-labeled input data                            |                 |

## SKILLS AND EXPERTISE

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- ❖ Languages: HTML, CSS, Python, Java, Javascript, R, C++, C
- ❖ Editing Software: GIMP 2.0, Audacity, Sony Vegas Pro 11 & 13
- ❖ Tools and Environments: Git, Visual Studio, RStudio, scikit-learn, Matplotlib, WebGL/OpenGL

## PROJECTS

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- ❖ Mastodon Shower Thoughts Bot
  - Automated hourly bot implementing Mastodon's web API to tweet r/showerthoughts
- ❖ WebGL Animated Lighting Demo
  - 3D rotatable scene incorporating custom shaders and directional, point, and spot lighting
- ❖ WebGL Sub-Surface Scattering Demo
  - Real-time SSS approximation shader on arbitrary meshes with procedural bump maps