MADISON HUANG

1 (408) 833-8578 ❖ mghuang16@gmail.com
Portfolio Site: maddiehuang.github.io

OBJECTIVES

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

EDUCATION

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

EMPLOYMENT HISTORY

- ❖ Anomaly Productions, Inc — Laguna Hills, CA
  Production Intern — June - Sept 2019
  - ➤ Posed characters in animation software for comic panels
  - ➤ Rendered and made assets for 3D scenes
  - ➤ Post-processed finished pages in Photoshop
- ❖ 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

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

PROJECTS

- ❖ 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