

QIHANG HUANG

🏠 Los Angeles, CA 91010 📞 +(1)424-346-4229 ✉ qihanghu@usc.edu 🔗 [linkedin.com/in/qihanghuang](https://www.linkedin.com/in/qihanghuang)

Education

University of Southern California

Master of Science in Computer Science

Aug 2021 – May 2023

Los Angeles, CA, USA

University of California Irvine

Bachelor of Science in Computer Science - GPA: 3.84/4.0

Sep 2019 – Mar 2021

Irvine, CA, USA

Technical Skills

Languages: Python, Java, C, C++, HTML, SQL, TypeScript, JavaScript, C#, Shell

Developer Tools: Qt, PyCharm, MySQL Workbench, IntelliJ, Jupyter Notebook, Android Studio, Firebase, Angular, Google Cloud Platform, Flask, Node.js, Unity, Github, Visual Studio Code, Brackets

Experience

NeuroLeap

Cloud Engineer Intern

Jan. 2023 – Current

San Jose, CA, USA

- Enhanced website accessibility and user experience by skillfully configuring domain name settings through DNS, ensuring smooth navigation and seamless interactions
- Safeguarded website security and protected sensitive data by implementing and maintaining Secure Sockets Layer (SSL) certificates on a cloud server, guaranteeing encryption and privacy
- Streamlined application deployment and integration on a cloud server by orchestrating the creation, renewal, and management of docker files and containers, leveraging the power of NodeJS technology for optimal efficiency

Amotions

Android Developer Intern

Jul. 2022 – Sep. 2022

San Jose, CA, USA

- Built an interactive training application on Android platform to improve soft skills based on users roles and goals through communicating with professional psychologists
- Demonstrated technical expertise in features and algorithm design of a mobile application for Android, iOS, and web, exerting skills in problem-solving and data management to solve extreme cases and avoid private data breaches
- Formulated dynamic algorithms using Java and Firebase to regulate displayed layouts in response to changes in data from a back-end server API, enhancing overall performance and smoothness of application

Projects

Running Cube | C#, Unity

Sep. 2022 - Dec. 2022

- Conceptualized and evolved a highly engaging 3D endless running game using Unity, featuring unique upgrade and obstacle elements across different levels
- Fabricated and implemented a custom script for seamless collection of game playing data to monitor player behavior and preferences with ease
- Analyzed passing ratio and effectiveness of upgrade system in each level by tracking score and surviving time to make user experience improvements

Stock Trading Application | Typescript, JavaScript, Java, Angular, Android Studio

Feb. 2022 - May. 2022

- Constructed a web version and an Android app version of a paper trading platform, utilizing Angular, Ng-Bootstrap, HTML5, and Java to display real-time price charts, company information, and related news for shareholders to practice trading skills
- Implemented a user-friendly interface for the Android app and a responsive design for the web version, applying HTML and CSS to ensure an optimal user experience
- Designed and deployed a back-end server on Google Cloud to provide stock information through the Finnhub API, enabling seamless integration with front-end web and Android app
- <https://www.youtube.com/watch?v=Z4tcSjquSOM&t=331s>

Rainfall Predictor - Kaggle Competition | Python, Jupyter Notebook

Jan. 2021 - Mar. 2021

- Advanced predictive performance based on data from satellite-based measurements of cloud temperature (infrared imaging) to predict presence or absence of rainfall at a particular location
- Implemented a set of custom-developed PyTorch (K-NN, Neural Network) and Scikit-Learn classifiers (Random Forest, DecisionTree) in different combinations applied in a series of ensemble models (Bagging, AdaBoost)
- Generated an optimized ensemble model with 77.6% accuracy