

QIHANG HUANG

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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#

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

Amotions

Jul.2022 – Sep.2022

Android Developer Intern

Remote, USA

- Developed 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 the feature and algorithm design of a mobile application for Android, iOS, and the web, utilizing 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, improving the overall performance and smoothness of the application

Projects

Running Cube | C#, Unity

Sep. 2022 - Dec. 2022

- Conceptualized and developed a highly engaging 3D endless running game using Unity, featuring unique upgrade and obstacle elements across different levels
- Designed and implemented a custom script for seamless collection of game playing data to monitor player behavior and preferences with ease
- Analyzed the passing ratio and effectiveness of the 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

- Developed 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 their trading skills
- Implemented a user-friendly interface for the Android app and a responsive design for the web version, utilizing 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 the 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

- Improved predictive performance based on the data from satellite-based measurements of cloud temperature (infrared imaging) to predict the presence or absence of rainfall at a particular location
- Utilized 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

Health Could | Java, Android Studio

Jan. 2021 - Mar. 2021

- Developed an Android recommendation application to regulate users healthy life based on outdoor activities preference during Covid-19 Pandemic
- Designed algorithms to analyze the suitability of doing outdoor activities and produce distinct combination of preferred exercises through gathering information of local weather and air quality index by Air Visual API and calculating the basal metabolic rate of users
- Devised a user-friendly interface along with HTML and updated activities data of users to Firebase