

Jerry Richeng Huang

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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

MSC IN COMPUTER SCIENCE

Expected Dec 2015

Cum. GPA: N/A

HONG KONG UNIV OF SCI & TECH

BENG IN COMPUTER SCIENCE

Sep 2012 - Jun 2014

Cum. GPA: 3.735 / 4.3

Major GPA: 3.844 / 4.3

SUN YAT-SEN UNIVERSITY

BENG IN COMPUTER SCIENCE

Sep 2010 - Aug 2012

Cum. GPA: 3.3 / 4.0

Major GPA: 3.6 / 4.0

Rank: 5 / 35

COURSEWORK

GRADUATE

Distributed System

Communication Networks

Computer System Organization

UNDERGRADUATE

Operating Systems

Computer Graphics

Internet Computing

Software Engineering

Introduction to Data Mining

Database Management Systems

Data Structures and Algorithms

Design and Analysis of Algorithm

Principles of Programming Languages

Search Engines for Web&Enterprise Data

SKILLS

PROGRAMMING

C++ • Java • JavaScript

Familiar:

Python • C • MySQL • PHP

AS2 • Regular expression • Scheme •

OpenGL

PROJECT EXPERIENCE

KNOWLEDGE DISCOVERY OVER ENGLISH SONGS

FINAL YEAR PROJECT

Sep 2013 – May 2014

- Establish a frequent pattern set containing pairs of lyrics and melodies from over 1,000 English songs
- Generated a melody sequence automatically by matching lyric sequence from the frequent pattern set.
- Built a demo Web-app by using Vexflow.js(draws music score) and MIDI.js.

TCP TRANSMITTER, HTTP CLIENT/SERVER, CPU SCHEDULER

Sep 2014 – Oct 2014

- Implemented TCP features: congestion control, flow control, receiver-side buffer by using UDP datagram, in C.
- Implemented concurrent request ability for HTTP server, in C++.
- Implemented FIFO, Shortest Job First and Round-robin scheduling algorithms on Nachos, in C++.

MICRO-SCHEME LANGUAGE IMPLEMENTATION

Sep 2012 – Nov 2012

- Parsed s-expression into tree data structure by using bison and flex.
- Evaluated s-expression in tree structure based on the rules of Scheme (used polymorphism in C++).

TWITTER CLIENT ON JAVA PLATFORM

Mar 2013 – May 2013

- Developed in Agile Software Development Process with Scrum Framework.
- Implemented novel functionalities such as special follow and embedded games.
- Followed Continuous Integration and kept software testing.

OPENGL HIERARCHICAL 3D ROBOT MODEL

Mar 2013 – May 2013

- Used Bezier curve, B-spline curves to control robot movement.
- Implemented Inverse Kinematics to control the position and angle of any components of the robot.
- Implemented particle systems to simulate water fountains, ball collisions, etc.

WORK EXPERIENCE

2014 Jun - Aug

Technical Business Analyst Intern

DRC Bank

2014 Jan - May

Co-op Web Developer

i-Mos Team

2011 Jul - Aug

Data Analyst Intern

MassMutual Asia Co.

AWARDS

2014

First Class Honors in Graduation, HKUST

2013

Scholarship Scheme for Continuing Undergraduate Students, HKUST

2013

Dean's List, HKUST

2012

Second Class Scholarship, Sun Yat-sen University

2014

9th/250 Morgan Stanley Student Program Contest, Hong Kong