Shen Huang

Cell Phone: 86-13311975466 E-Mail: shenhuang@live.ca Personal Website: shenhuang.github.io

Skills

Programming: Type Script, Python, C, Java
Language: English (Expert), Chinese (Native)
Office Tools: Word, Excel, Power Point
Design Tools: Photoshop, 3DS Max

Willing and able to quickly learn any new skills

Education & Work Experience

2020.10 - 2021.4	**Byte Dance**	Game Developer Engineer
2018.5 - 2020.5	**National Science Foundation**	Teaching Assistance (Data Science)
2017.9 - 2020.5	**California State University, Northridge**	MASc in Computer Science
2015.7 – 2017.3	**Operation Technology Inc.**	Software Test & Support Engineer
2011.9 - 2015.5	**Queens University**	MEng in Electrical Engineering

Project Experience

Mango Card Game (Byte Dance Mini Game) Front-End

- Developed systems with Type Script & Cocos, optimized the system and reduced dc by 90%.
- Worked collaboratively in a highly agile environment (1-2) releases per day.
- Created several automation scripts with Python, greatly accelerated the workflow.
- Design and improved the audio manager of the game, filed a Patent.

Web Emoji Games & Unity Games

- Worked collaboratively with musicians and artists.
- Utilized cloud technologies such as AWS and GCP.
- Can be played by clicking on the emojis on personal website: https://shenhuang.github.io/.
- An easter-egg was hidden inside the console, use Chrome browser and press F12.

Other Experience

HCI Research

- Assisted research process such as developing prototype, and training Machine Learning Models.
- First paper published on 13th IEEE HSI 2020 held in Tokyo, Japan.
- Several other results from research were waiting to be published.

Medium Writer

- Writer for Towards Data Science, The Startup, Hacker Noon and freeCodeCamp.
- Several articles were selected by the curators and displayed at the front page.
- Articles were published on other platform upon requests.

Awards & Prizes

Queens ECE Robot Competition (1st Place)
CEMC Math Competition Certificate of Distinction
Presented Research on SCC Space Computing Conference