

Shen Huang

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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 (Full Time)	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. (Full Time)	Software Test Engineer
2011.9 - 2015.5	Queens University, Kingston, Ontario	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.
 - 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.
 - Worked on Unity Games with AWS backend.
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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 articles 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.
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Awards & Prizes

Curated Articles on Medium

Queens ECE Robot Competition (1st Place)

CEMC Certificate of Distinction

黄申
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职业生涯

北京字节跳动科技有限公司 (2020 年 10 月 - 2021 年 4 月)
前端开发工程师 (全职)
加州州立大学北岭分校 (2017 年 9 月 - 2020 年 6 月)
计算机科学硕士
Operation Technology Inc (2015 年 7 月 - 2017 年 3 月)
软件测试工程师 (全职)
加拿大皇后大学 (2011 年 9 月 - 2015 年 5 月)
电力工程学学士

工作技能

编程语言: JavaScript, TypeScript

略微了解其它语言诸如 Python, Java, C#, Lua 等, 愿意根据岗位需要深入学习。

游戏引擎: Unity, Cocos Creator

语言技能: 中文 (母语), 英文 (精通)

项目经历

芒果斗地主 (字节跳动小游戏) 技术支持

- 开发了小游戏的新手签到系统, 背包系统, 音频系统, 地理位置信息系统等功能。
- 和项目组共同支持小游戏在三个月内上线抖音春晚活动。
- 第一时间处理了线上玩家反馈的问题。
- 使用 TypeScript 和 Cocos 引擎合作实现了相关需求。
- 通过游戏内部组件完成了音频的自动化测试插件及相关 GM 指令。
- 使用 Python 完成了音频配置表的自动加载。
- 发明并发布了一个音频相关专利。

网页小游戏

- 使用 HTML/CSS/JavaScript 编写了多个休闲小游戏。
- 可以在个人网站 <https://shenhuang.github.io/> 上点击表情符号或打开控制台体验。
- 吃饼干的小游戏有简易的 AI 系统。

移动端小游戏

- 在移动端开发过数款游戏, 熟悉 VR, 地理位置服务, 手机触屏和陀螺仪等。
- 完成过一个随机自动生成的岩浆奔跑游戏。
- 完成过多个多人线上游戏, 前端基于 HTML5 和 Unity, 后端基于 C# .NET Framework, Node.js。
- 熟悉 Unity 的地理位置服务, DynamoDB 数据库和 GCP, AWS 等云平台上的虚拟机容器。
- 同其它领域如美术和乐师协作完成项目。

成就奖励

Queens ECE 年度机器人比赛, 第一名

Google Code Jam 预选赛

CEMC Certificate of Distinction