

Shen Huang

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Skills

Programming: Type Script, Python, Java etc.

Office Tools: Word, Excel, Power Point etc.

Language: English (Fluent), Chinese (Native)

Design Tools: Photoshop, 3DS Max etc.

Willing and able to quickly learn any new skills

Education & Work Experience

2020.10 - 2021.4	Byte Dance	Software 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 (HCI)
2015.7 - 2017.3	Operation Technology Inc.	Software Test Engineer
2011.9 - 2015.5	Queens University	MEng in Electrical Engineering

Research Experience

Research in Behavioral Biometrics

- Researched subjects in keystroke, mouse, and touch dynamics, applications on Identification and classification etc.
 - Conducted survey and data collection with self-made mobile software applications, performed data analysis with modern techniques in data science.
 - Published the first paper in 13th International Conference on Human System Interaction (HSI 2020), more research works waiting to be published, can be provided upon request.
 - Presented a paper at the 2019 IEEE Space Computing Conference.
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Project Experience

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

- Developed systems with TypeScript & 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.
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Other Experience

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

Queens ECE Robot Competition (1st Place)

CEMC Math Competition Certificate of Distinction