

Shen Huang

Address: 18822 Sylvan St., Tarzana, CA, 91335 || Cell: (747) 206-4072
shenhuang@live.ca || <https://shenhuang.github.io/>

EDUCATION

California State University, Northridge, Northridge, California, USA September 2017 - June 2019 (Expected)
MS in Computer Science
Queens University, Kingston, Ontario, Canada June 2015
BS in Electrical Engineering

SKILLS

Programming Languages: Object-oriented design using **Java**, front end development with **HTML**, **JavaScript**, backend development with **Go** and **Node.js**. Statistical analysis using **Python/MATLAB/OCTAVE/Excel**, mobile game development with **Unity-C#**, microprocessor programming with **Arduino**, **C** and **Assembly**.

Computer Science: Data structures, algorithms, computer system architecture, object-oriented programming, signal processing, data analysis, artificial intelligence (both machine learning and game AI).

Electrical Engineering: Power converters, renewable energy, energy storage, electrical circuit, microprocessor architectures, computer hardware architectures, electromagnetics, sensors and actuators, control systems.

WORK EXPERIENCE

Graduate Assistance Starting September 2018

- Assisted the professor with research tasks including code production.

Software Engineer Internship, CETC Motor July 2013 - September 2015

- Worked on a compiler to support floating point calculation by modifying the lexical and syntax analyzer.
- Added English and Chinese support for help documents.

Electrical Engineer Internship, State Grid Corporation of China July 2012 - September 2012

- Designed and Implemented a Java application to help managing error reports.
- Collaborated with 6 other engineers to validate the integrity of the communication system between the distribution station and the headquarters.

PROJECTS

Improved Classification Algorithm

- Invented a math theorem which is later applied to improve conventional classification models. The accuracy was improved from 72% to 100% for the target data set. The average case theoretical error reduction should be 300 times better. The model is expected to be presented with the related research work in the next HCI conference, which should help in many other related analyses for those who care.
- Implemented the data collection mini-game interface with HTML5 Canvas, backend in both Node.js and Golang. Data preprocessing and analysis was done in OCTAVE, EXCEL, Python, WEKA and Node.js.
- Participants were found by communicating with random people on Campus, without paying the candidate.

Artificial Neural Network in Unity

<https://github.com/shenhuang/Connect4/blob/master/Connect%204%20ANN/Assets/Engine.cs>

- Wrote a customizable multi-layered perceptron in C#.
- Implemented back propagation to train the neural network, and a random number generation conversion from uniform to Gaussian distribution.

Unity Games

- Built multiple games in Unity for mobile platform, exposed to touch screen inputs, accelerometers, gyroscope, cameras and VR developments.
- Built an underground mining lava run game with procedurally generated levels and grid-based lava automaton, mobile friendly with many UI design improvements built on easily adjustable custom UI objects.

Multiplayer Games

- Built multiple multiplayer games with HTML5 and Unity front end, node.js backends. Familiar with Unity LBS, DynamoDB and Buckets in both GCP and AWS. Some games are ongoing.
- Most real time algorithms reduced to $O(1)$, including items inside fog of war that is not available to clients.

Queens ECE Annual Robot Competition, 1st Place

- Designed a slam-dunk robot, code based on Arduino. Robot moves and grabs with servo motors utilizing Pulse Width Modulation. Robot senses the environment through touch sensor and distance sensors, and therefore was designed to have a close loop control system to adjust the speed for optimal performance.