

Shen Huang

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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 Engineer
2010.9 - 2011.5	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.
 - 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.
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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

Google Code Jam Qualification Round

Queens ECE Robot Competition (1st Place)

CEMC Certificate of Distinction