

# Shen Huang

Cell Phone: 86-13311975466

E-Mail: [shenhuang@live.ca](mailto:shenhuang@live.ca)

Personal Website: [shenhuang.github.io](http://shenhuang.github.io)

---

## Skills

**Programming:** Type Script, Python, C# 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 | <b>Byte Dance</b>                              | Software Developer Engineer        |
| 2018.5 - 2020.5  | <b>National Science Foundation</b>             | Teaching Assistance (Data Science) |
| 2017.9 - 2020.5  | <b>California State University, Northridge</b> | MASc in Computer Science (HCI)     |
| 2015.7 - 2017.3  | <b>Operation Technology Inc.</b>               | Software Test Engineer             |
| 2011.9 - 2015.5  | <b>Queens University</b>                       | MEng in Electrical Engineering     |

---

## Research Experience

### Research in Behavioral Biometrics

- Researched subjects in keystroke, mouse, and touch dynamics, applications on Identification and classification filed several related patents.
- 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 13<sup>th</sup> 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, demo of the research was built by Unity VR system.

## 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.
- 

## 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.
- 

## Awards & Prizes

Queens ECE Robot Competition (1<sup>st</sup> Place)

CEMC Math Competition Certificate of Distinction