

Shen Huang

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Personal Website: shenhuang.github.io

Skills

Programming: Type Script, Python, C#, Java

Game Engine: Unity, Cocos

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	Computer Science
2015.7 - 2017.3	Operation Technology Inc.	Software Test Engineer
2010.9 - 2011.5	Queens University	Electrical Engineering

Project Experience

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

- Developed systems such as newbie sign-in and backpack with Type Script & Cocos.
- Worked collaboratively in a highly agile environment (1-2) releases per day.
- Created several automation scripts with Python.
- Design and created the Audio System, filed a Patent.

Web Emoji Games

- Can be played by clicking on the emojis on personal website: <https://shenhuang.github.io/>.
- Worked collaboratively with musician hobbyist.
- An easter-egg was hidden inside the console, use Chrome browser and press F12.

Unity Games

- Created several games with Unity.
 - Collaborated with artists and other programmers.
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Interests & Hobbies

Blizzard Games (StarCraft, WarCraft3, StarCraft II, Hearthstone)

Other Games (Auto Chess, Yu-Gi-Oh, Clash Royale, Ascension etc.)

Game Design (Unity Engine, StarCraft/WarCraft3 Map Editor)

Writing (Writer for several journals on Medium)

Human Computer Interaction (Researcher with HCI Publications)

Awards & Prizes

Curated Articles on Medium

Google Code Jam Qualification Round

Queens ECE Robot Competition (1st Place)

CEMC Certificate of Distinction