**Shen Huang**

Cell Phone: 86-13311975466 E-Mail: [shenhuang@live.ca](mailto:shenhuang@live.ca) 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 (Full Time)** 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. (Full Time)**  Software Test Engineer

2011.9 - 2015.5 **Queens University, Kingston, Ontario** 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.
* Worked on Unity Games with AWS backend.

**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.

**Awards & Prizes**

Curated Articles on Medium

Queens ECE Robot Competition (1st Place)

CEMC Certificate of Distinction

黄申

[shenhuang@live.ca](mailto:shenhuang@live.ca)

13311975366

**职业生涯**

**北京字节跳动科技有限公司 （2020 年10月 - 2021年4月）**

前端开发工程师（全职）

**加州州立大学北岭分校 （2017年9月 – 2020年6月）**

计算机科学硕士

**Operation Technology Inc （2015 年7月 – 2017年3月）**

软件测试工程师（全职）

**加拿大皇后大学 （2011年9月 – 2015年5月）**

电力工程学学士

**工作技能**

**编程语言:** JavaScript, TypeScript

略微了解其它语言诸如Python, Java, C#, Lua等，愿意根据岗位需要深入学习。

**游戏引擎:**Unity, Cocos Creator

**语言技能:**中文（母语），英文（精通）

**项目经历**

**芒果斗地主（字节跳动小游戏）技术支持**

* 开发了小游戏的新手签到系统，背包系统，音频系统，地理位置信息系统等功能。
* 和项目组共同支持小游戏在三个月内上线抖音春晚活动.
* 第一时间处理了线上玩家反馈的问题。
* 使用TypeScript和Cocos引擎合作实现了相关需求。
* 通过游戏内部组件完成了音频的自动化测试插件及相关GM指令。
* 使用Python完成了音频配置表的自动加载。
* 发明并发布了一个音频相关专利。

**网页小游戏**

* 使用HTML/CSS/JavaScript编写了多个休闲小游戏.
* 可以在个人网站<https://shenhuang.github.io/>上点击表情符号或打开控制台体验。
* 吃饼干的小游戏有简易的AI系统。

**移动端小游戏**

* 在移动端开发过数款游戏，熟悉VR，地理位置服务，手机触屏和陀螺仪等。
* 完成过一个随机自动生成的岩浆奔跑游戏。
* 完成过多个多人线上游戏，前端基于HTML5 和Unity，后端基于 C# .NET Framework，Node.js。
* 熟悉Unity的地理位置服务，DynamoDB数据库和GCP，AWS等云平台上的虚拟机容器。
* 同其它领域如美术和乐师协作完成项目。

**成就奖励**

**Queens ECE 年度机器人比赛，第一名**

**Google Code Jam预选赛**

**CEMC Certificate of Distinction**