**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 **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.

**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