Stephen Huan

Resumé

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Education

2021–present **Undergraduate**, *Georgia Institute of Technology*, Atlanta, GA, GPA *N/A*
B.S. in Computer Science, expected graduation 05/2024.

Courses taking

- Data Structures, Second Course in Linear Algebra, Probability & Statistics

2017–2021 **High School**, *Thomas Jefferson High School for Science and Technology*, Alexandria, VA

Summer 2020 **Student**, *University of California, Berkeley*, Berkeley, CA, *4.0/4.0*
Took the Structure and Interpretation of Computer Programs and Discrete Mathematics as part of the pre-college scholars program, A+ in both.

Experience

ASSIP Summer 2020 **Research intern**, *George Mason University*, Fairfax, VA
Studied improvements to word embeddings by accounting for nonlinear phenomena in language for automated essay grading during the Aspiring Scientists Summer Internship Program (ASSIP).

Projects

cs-lectures Spring 2020–present Lectures on many topics in computer science and mathematics, from explanations of the Fast Fourier Transform, using k-d trees to speed up k-means, to the importance of differential equations in geology & guidance. https://stephen-huan.github.io/assets/pdfs/cs-lectures/

milfp Fall 2021 An extension of the Python-MIP linear programming library for solving mixed-integer linear fractional programs (MILFPs), along with other linearizations of nonlinear programs. https://github.com/stephen-huan/milfp

MAL privacy attack Spring 2021 Attack on the popular TV show rating site MyAnimeList (MAL) to reconstruct private users' lists from public information. https://github.com/stephen-huan/MAL-affinity-attack

AMQ bot Spring 2020 Computer plays Anime Music Quiz (AMQ), where the objective is to identify which show a song came from. Uses a k-th nearest neighbors approach, where similarity is efficiently calculated with the Fast Fourier Transform. https://github.com/stephen-huan/anime-music-quiz

Interests

Big-O Theory Fall 2021–present Theoretical computer science club, attend lectures.

The Agency Fall 2021–present Machine learning club, attend lectures and work on projects with other club members.

GT Programming Fall 2021–present Georgia Tech's competitive programming team, participate in in-house and external programming competitions.

Rubik's Cubing Average under 10 seconds to solve a Rubik's cube, ~13 seconds one-handed.

Skills

Languages Python, LaTeX, Java, C++ *Ordered by familiarity*

OS MacOS, Linux *Run archlinux on a MacBook*