Yunhan Huang

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Education

PURDUE UNIVERSITY MAIN CAMPUS, WEST LAFAYETTE   **AUG. 2019 – MAY 2023**

B.S. in Computer Science

B.S. in Game Design and Development

- **Cumulative** GPA: 3.74/4.0
- **Related coursework**: Object-Oriented Programming with Java, C programming Language, Discrete Mathematics, Computer Architecture, Data Structure and Algorithm; Computer Graphic Programming, Computer Animation, 3D Modeling in Maya, Game Development
- Dean's List at Purdue Polytechnic Institute

Experience

UNDERGRADUATE RESEARCH ASSITNAT | KIHARA LAB PURDUE UNIVERSITY | AUG 2021 – PRESENT

- Data dimensionality reduction on protein data bank entries using Python, and analyze the relationship between protein shapes and other protein attributes
- Implemented 3D computer graphic in web browser using Three.js to build user interactable website for the protein data after dimensionality reduction with PCA and UMAP.

Skills & Abilities

PROGRAMMING

- **Programming Language**: Java, C/C++, Python, JavaScript, HTML/CSS
- **Toolkit/Frameworks**: (Python) Numpy, Scikit Lean, UMAP, RAPIDS, Matlibplot, Pandas; (JavaScript) Three.js; (Platforms) Git, Linux, Google Colab.
- Have a good understanding of Object-Oriented Programming, multithreaded programming, and socket in Java; familiar with composing basic Junit tests and debugging pipeline.
- Decent experience in data visualization (dimensionality reduction algorithm: PCA, t-SNE, and UMAP) and website building

GAME DEVELOPMENT

- **Modeling Software**: Autodesk Maya 2020, Zbrush
- **Game Engine**: Unreal Engine 4, Unity
- Familiar with game development pipelines and team-working skills