Vernetta J Huang

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY — Expected May 2025
B.S. in Computer Science, Minors in Information Science (UX) and Education — GPA: 3.76

Relevant Coursework: Object-Oriented Programming & Data Structures, Functional Programming, Operating Systems, Analysis of Algorithms, Database Systems, Learning Analytics, Computer Vision, Practicum in AI

TECHNICAL SKILLS

Languages: Java, C, R, Python, Swift, MATLAB, HTML/CSS, JavaScript, OCaml, SQL
Frameworks and Technologies: Flask, jQuery, React, Bootstrap, LibGDX, Git

EXPERIENCE

Wiki and Design Subteam Lead & Advisor — Nov. 2022 - Present
International Genetically Engineered Machine (iGEM) Project Team, Cornell University

- Lead team of 40+ in building a website and developing an online game to achieve Gold Medal Classification at the International iGEM Grand Jamboree for two consecutive years
- Redesign team website to match rebranding and doubled number of team applicants to over 100 students
- Develop new weekly training projects to enhance team members' technical skills, with 100% of the team reported more effective than previous training initiatives

Academic Excellence Workshop Facilitator — Aug. 2022 - Present
Engineering Learning Initiatives, Cornell University

- Conduct 1-credit courses for Computer System Organization and Differential Equations; classes of 20+ students each
- Develop instructional materials, including lessons, presentations, and worksheets, to support and facilitate student learning

Media Chair, Executive Board — Sep. 2021 - Present
Cornell E.Motion

- Oversee all media logistics, leading to a consistent online presence and doubling followers across social platforms
- Organize events including annual showcase, performances, and social events for 200+ active club members

Course Consultant — Aug. 2022 - Dec. 2022
Introduction to MATLAB, Cornell University

- Assisted in creating exams, grading, holding Office Hours for 200+ students
- Designed a core project focused on pixelating user-selected areas in images, improving student skills in image processing

PROJECTS

Mathematical Equation Solver Using Image Recognition: A math solver that takes in an image of a math equation (handwritten or printed) and outputs the solution. Focus on AI, image recognition, image segmentation, and use of existing databases.

HeartBeat: Platform rhythm-style desktop game developed in LibGDX with a team of eight, utilizing SCRUM/Agile Methodology.

RISC-V Processor and Interpreter: Implemented a single-cycle processor that supports RISC-V instructions in Logisim and a RISC-V interpreter in C. Created 300+ test cases to ensure correctness.

Sorry!: Terminal version of the board game Sorry! using OCaml and JSON. Focus on processing lists, encapsulation and modules.

Pres Pollack and the Cavern: Optimized Java algorithm for navigating a maze scenario, considering travel distance and gold collection for practice with heaps, concurrency, GUIs.

ADDITIONAL ACTIVITIES

Taiwanese American Society, Cornell University, *Mentor* — Sep. 2021 - Present
United Abacus Arithmetic Association (UAAA), *Teacher & Senior Advisor* — Jun. 2017 - Present
Senior Classical League, California, *Webmaster* — Jun. 2021 - Apr. 2023