Vernetta J. Huang

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EDUCATION

Cornell University | Masters of Engineering in Computer Science — Expected Dec. 2025
Cornell University | B.S. in Computer Science, Information Science (UX) and Education Minor | GPA: 3.83 — Expected May 2025

TECHNICAL SKILLS

Languages: R, SQL, Python, Java, C, Swift, MATLAB, HTML/CSS, JavaScript, OCaml

Frameworks and Technologies: NumPy, Pandas, PyTorch, TensorFlow, Matplotlib, React, jQuery, Bootstrap, Flask, Tableau, Git

Skills: Data Analytics, Databasing, Artificial Intelligence, Algorithms & Data Structures, Object-Oriented Programming, Functional Programming, Statistical Analysis, Operating Systems, Computer Graphics

EXPERIENCE

Data Analytics & Web Development Intern — May 2024 - Aug. 2024
New England Biolabs | Ipswich, MA

- Conducted statistical analyses and data modeling on social media and e-commerce sales data, deriving actionable insights to optimize search engine performance, achieve cost savings, and increase sales.
- Merged multiple country-specific domains into a unified domain, reorganized backend data parsing and directory.
- Designed interactive data dashboards for internal teams, enabling self-service analytics to address key business questions.
- Developed and implemented data-driven solutions to enhance website user experience, increasing sales and user activity.

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

- Led 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.
- Redesigned team website to align with rebranding, increasing number of team applicants by 2.5x to over 150 students.
- Developed and taught training projects, improving technical skills with 100% of the team reporting increased effectiveness.

Academic Excellence Workshop Facilitator — Aug. 2022 - Present
Engineering Learning Initiatives | Ithaca, NY

- Taught courses in Computer Science Organization and Differential Equations to classes of 20+ students.
- Developed instructional materials, including lessons, presentations, and worksheets, to support and facilitate student learning.

PROJECTS

COMMIT Tuberculosis Data Analysis on Catastrophic Costs — Oct. 2024 - Dec. 2024
Data analysis to quantify the financial strain tuberculosis imposes on households and highlight potential areas for intervention.

Mathematical Equation Solver Using Image Recognition — Jan. 2024 - May 2024
A math solver that takes in an image of a math equation (handwritten or printed) and outputs the solution. Focus on AI techniques including image recognition, image segmentation, and use of existing databases to improve accuracy and efficiency.

HeartBeat — Jan. 2024 - May 2024
Platform rhythm-style desktop game developed in LibGDX, handling backend and art design, utilizing SCRUM/Agile Methodology.

RISC-V Processor and Interpreter — Nov. 2023
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! — Mar. 2023 - May 2024
Terminal version of the board game Sorry! using OCaml and JSON. Focus on processing lists, encapsulation and modules.

LEADERSHIP

Cornell E.Motion | *Media Chair & Senior Advisor* — Sep. 2021 - Present
Cornell Taiwanese American Student Association | *Mentor* — Sep. 2021 - Present
United Abacus Arithmetic Association (UAAA) | *Teacher & Senior Advisor* — Jun. 2017 - Present