

Vernetta Huang

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Education

Cornell University | Masters of Engineering in Computer Science Expected Dec. 2025
Cornell University | B.S. in Computer Science, Minor in Information Science | 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, Natural Language Processing, 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.

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 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