

Anna (Wei-An) Huang

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Education /

Cornell University

MEng in Computer Science

Dec 2020 – May 2021

Cornell University

B.S. in Computer Science

Aug 2017 - Dec 2020

GPA: 3.90, Magna Cum Laude, Tau Beta Pi

Related Coursework: Natural Language Processing, OS, Database Systems, Language and Information, ML, AI, System Security, Game Design, Text Mining

Experiences /

Independent Research | Cornell Natural Language Processing Lab

Jun 2020 - current

- Initiated research on debias effects for intersectional and non-intersectional social biases for multiple social groups in **non-contextualized word embeddings** with Python
- Implemented, integrated, and compared 4 **debiasing methods** across 7 **bias estimators**

Software Engineer Intern | Microsoft

Rescinded due to Covid19

Teaching Assistant | Cornell CIS

Jan 2018 - May 2020

- Revised and graded assignments and exams for CS4300 – Language and Information, CS 4740 – Natural Language Processing and CS 1112 – Intro to Programming Using MATLAB
- Guest lectured on bias in NLP; Advised an end-to-end student project on **information retrieval**

Research Assistant | Cornell Natural Language Processing Lab

Aug 2019 – Jan 2020

- Performed large-scale evaluation of summarization datasets with **Python** by introducing and applying 5 intrinsic metrics such as coherence and abstractivity to 10 popular datasets
- Wrote and conducted analysis on relation of evaluation metrics with quality of datasets

Data Engineer Intern | Munich Reinsurance America, Inc.

Jun 2019 – Aug 2019

- Devised and presented visualizations and analyses of medical timeline with **d3.js** by testing and consolidating internal APIs; work presented to main office at Munich, to be integrated in cover page of medical documents for underwriting speedup
- Created internal evaluation app to replay underwriter actions on Mozilla PDF viewer using **AJAX, Python, Javascript, and Azure Cloud Storage**
- Worked on an agile team of interns to plan, build, and deploy a live-update **bokeh** dashboard for analysis of user behavior with daily volume of 200 underwriting cases

Projects /

Pe/rspectives

Mar - May 2019

- Initiated and built a **Flask** app that provides contrasting opinions relevant to a topic or article by scraping Reddit AMA
- Implemented information retrieval algorithms with **tfidf, cosine similarity, and SVD**

Student Game - Loxodonta

Jan - Jun 2019

- Designed and built a dungeon-crawler game with **Java, LIBGDX, and Box2D** in a team of 6
- Implemented player character physics, controls, and screen select/changes
- Invited to 2019 Boston Festival of Indie Games

Skills /

Python, Java, Matlab, Ocaml, HTML, CSS, Javascript, C
Git, Azure Cloud Services, TensorFlow, PyTorch, Unreal Engine, Flask