

# Anna (Wei-An) Huang

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## Education /

Cornell University

Major: Computer Science

Expected: May 2021

GPA: 3.90

Tau Beta Pi (Engineering Honor Society)

Related Coursework: Language and Information, Game Design, Natural Language Processing, Database Systems, Text Mining, Machine Learning, Large Scale ML

## 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**
- 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Rescinded due to Covid19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 and CS 1112 – Intro to Programming Using MATLAB
- 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/rpectives

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 /

Intermediate in Python and Java. Basic in C, Matlab, Ocaml, HTML, CSS, Javascript, Blender, AutoCAD, and Unreal Engine