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** 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Software Engineer Intern | Microsoft   Rescinded due to Covid19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 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/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

Azure Cloud Services, TensorFlow, PyTorch, Blender, AutoCAD, Unreal Engine