Will Huang

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Education

University of California, Riverside — Riverside, CA
Bachelor's of Science, Computer Science (GPA: 3.74) — *Sep. 2020 - Jun. 2024*

- **Courses:** Software Testing, Data Structures, Discrete Structures, Data Analysis Methods, Operating Systems, Compiler Design, Edge Computing, Linear Algebra, Systems Architecture

Work Experience

Brain Game Center — Riverside, CA
Software Engineering Intern — *Aug. 2022 - Jun. 2023*

- Engaged in **agile** methodologies to resolve novel **Unity** bugs, monitor milestones, and develop interactive demos.
- Implemented feedback from developers and researchers to design six highly adaptable input systems.
- Demonstrated proficiency in **version control** by managing **git** submodules, branch tags, and **Kanban** boards for project updates.

iD Tech — Pasadena, CA
Programming Instructor — *May 2022 - Aug. 2022*

- Managed the development of ten **C#** projects on a weekly basis.
- Achieved a 300% reduction in compilation time through modernization of curriculum, utilizing the capabilities of Oculus Developer Hub's (ODH) Quest Link.
- Implemented milestone tracking, consolidated **user stories**, and assigned subtasks for efficient project management.

Personal Projects

Amazon Product Rating Predictor — *Jan. 2023 - Mar. 2023*

- Employed **Python** to process ten million Amazon reviews, enabling the creation of relational and statistical models.
- Utilized **sklearn's** supervised **machine learning** models to establish four distinct data classifications.
- Enhanced model performance by conducting grid searches and hyperparameter tuning using **XGBoost**.

Pipe Programming Language — *Jan. 2023 - Mar. 2023*

- Created an innovative syntax with delimiters in a **Linux** environment, effectively reducing redundancies in existing programming languages.
- Performed lexical analysis on forty unique tokens to identify errors, recognize patterns, and produce informative feedback messages.

Chinese Chess — *Mar. 2022 - Jun. 2022*

- Recreated Chinese Chess using **C**++ and utilized GTest for rigorous **unit testing**.
- Addressed circular dependencies and employed **Valgrind** to pinpoint and resolve memory leaks.
- Implemented strategy **design pattern** to modularize movement validation into distinct classes, resulting in noticeable runtime optimization.

Involvement

Game Development Club - Workshop Lead

- Conducted weekly educational workshops, featuring essential tools, programming techniques, and collaborative strategies.
- Maintained **development cycles**, facilitated group meetings, and enforced project deadlines.
- Offered comprehensive support for all roles, provided constructive feedback for gameplay improvements, and updated workshop resources.

Vatican Text Adventure Game

- Developed a user-friendly interface featuring a heads-up display, inventory system, and interactive map.
- Collaborated with a team of programmers, writers, and artists to integrate story and artistic elements.
- Elevated player immersion by adding three-dimensional music and sounds, overcoming text-based game limitations.