Zhuodong Huang

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Current Address
279 Amherst Road,
#6 Squire Village
Sunderland, MA, 01375

Permanent Address
22 Quarterdeck Road
#4 apartment
Quincy, MA 20169

EDUCATION

University of Massachusetts - Amherst Amherst, MA
GPA: 3.96/4.00 Sept 2013 - May 2017

- Currently pursuing a B.S. in Computer Science
- Honor: Dean's list Sept 2013 – Present
- Relevant Coursework: Software Engineering, Web Development, Data Structures, Computer System Principles, Computer Architecture and Organization, Programming Methodology, Introduction to Algorithm, Artificial Intelligence

SKILLS

- **Proficient in:** Java, C, Scala, Android, HTML/CSS, JavaScript, Python
- **Platforms:** Window, Linux
- **Development tools:** Eclipse, IntelliJ IDEA, Android Studio, PyCharm, VirtualBox

PROJECTS AND EXPERIENCE

- **Web Application Project - UBooks** Jan 2016 – May 2016
  - Developed a website for students to exchange textbooks.
  - Full-stack developer, involved the data searching and user setting, including the front-end design and related APIs implementation, etc. Also, worked on the database design and server-side implementation.
  - Worked within a team of 4 for web development class.
- **Mobile Application Project - Moods Tracker** Jan 2016 – May 2016
  - Developed an application tracks with user's moods to improve their lives.
  - Implemented font-end design for get-help used HTML, CSS and Ionic framework. Also, implemented relative APIs implementation used AngularJS.
  - Worked within a team of 10 for software engineering class project.
- **Artificial Intelligent(AI) Game Development - Block Battle** Jan 2016 – May 2016
  - Available in the AI games competition website(http://theaigames.com/competitions/ai-block-battle)
  - Implemented Reinforcement Learning Algorithm to train the robot to find the best move for each block
  - Implemented reward functions and optimize d the reward function parameters according to the robot output.
- **AI Project - N-Queens Problem** Sept 2016
  - Place N-Queens on the board without conflict
  - Implemented Genetic Algorithm and fitness function to decide the positions for N-queens
- **Bank-ATM simulator(C)** Nov 2015
  - Implemented a multi-thread program to simulate Bank and multiply ATM
- **Sudoku Game(Java)** Sept 2014
  - Implemented a verifier to efficiently check the solution of the Sudoku
- **Maze Game(Java)** Oct 2014
  - Implemented algorithms using BFS/DFS to find the shortest path to exit the maze