Zhuodong Huang

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<u>Current Address</u>	<u>Permanent Address</u>
279 Amherst Road,	22 Quarterdeck Road
#6 Squire Village	#4 apartment
Sunderland, MA, 01375	Quincy, MA 20169

EDUCATION

University of Massachusetts - Amherst (Sept 2014 - May 2017)
GPA: 3.96/4.00

- Currently pursuing a B.S. in Computer Science
- Honor: Dean's list (Sept 2014 – Present)
- Relevant Coursework: Software Engineering, Web Development, Operating System*, Computer Networks*, Data Structures, Data Management*, Introduction to Algorithm, Artificial Intelligence, Nature Language Process* (* courses are currently taking)

SKILLS AND TOOLS

- **Proficient in:** Java, C, HTML, CSS, JavaScript, SQL, Node.js
- **Other skills:** Python, Scala, Android, WordPress, MongoDB
- **Platforms:** Window, Linux
- **Development tools:** Eclipse, IntelliJ IDEA, Android Studio, PyCharm, VirtualBox

PROJECTS AND EXPERIENCE

- **Personal Website(**http://www.zhuodonghuang.com**)**

- **UBooks - Web Application Project** (Jan 2016 – May 2016)
  - Developed a website for students to exchange textbooks.
  - Implemented with HTML, CSS, Bootstrap, React.js, Node.js and MongoDB.
  - 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.

- **Moods Tracker** - **Mobile Application Project** (Jan 2016 – May 2016)
  - Developed an application tracks with user's moods to improve their lives.
  - Implemented front-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.

- **Block Battle - Artificial Intelligent(AI) Game Development** (Jan 2016 – May 2016)
  - Available in the AI games competition website. (http://theaigames.com/competitions/ai-block-battle ID:zhuodong45)
  - 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.

- **N-Queens Problem - AI Project** (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 multiple ATMs.

- **Maze Game(Java)** (Oct 2014)

  - Implemented algorithms using BFS/DFS to find the shortest path to exit the maze.