

# HONGJIE HUANG

1050 WILSHIRE BOULEVARD #407, LOS ANGELES, CA 90017  
(818) 928-9991 • HONGJIEH@USC.EDU

## MAJOR RELATED EXPERIENCE

Guangdong University of Foreign Studies, Digital Image Processing Lab  
*Member*

Dec. 2013 – Apr. 2015  
Guangzhou, China

- Research new theories of Content Aware Stereo Image Scaling

Guangdong University of Foreign Studies, Quanta Center  
*Code Group and C++ Group*

Sep. 2011 – Jun. 2013  
Guangzhou, China

- Responsible for back-end development (PHP)
- Responsible for software development (C++)

## EDUCATION

M.S., Computer Science  
University of Southern California

Aug 2016 – Present  
Los Angeles, CA

B.S., Computer Science  
Guangdong University of Foreign Studies

Sep 2011 – June 2015  
Guangzhou, China

## PROJECTS

*Super Ape*, a mobile tower defense game in Unity3D  
*Engineer, Animator*

Jan 2017 – Present  
Los Angeles, CA

- Develop the UI Module of the game
- Participate in game design
- Design animations for game characters

*Worman*, Global Game Jam in USC  
*Engineer*

Jan 2017  
Los Angeles, CA

- Participate in game logic design and development

AI Demo, Course project in game engine class  
*Engineer*

Nov 2016 – Dec 2016  
Los Angeles, CA

- Develop AI system in Prime Engine
- Responsible for path finding algorithm and level building

Bowling Demo, Course project in game engine class  
*Engineer*

Nov 2016  
Los Angeles, CA

- Develop physical system in Prime Engine
- Responsible for several physical effects' simulation and level building

## PROFESSIONAL SKILLS

Experienced in C/C++, Python, PHP, MATLAB

## AWARDS & HONORS

Second Prize in Quanta Programming Contest, GDUFS  
Comprehensive Scholarship-Third Place, GDUFS

May. 2013  
Oct. 2012