Chunan Huang, Software Engineer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center   Pittsburgh, PA   Expected May 2022
       Master of Entertainment Technology

University of California, San Diego   San Diego, CA   Mar. 2020
       B.S. in Computer Engineering   Department Honors with Highest Distinction
Relevant Coursework: Algorithm, Data Structure, Linear Algebra, Operating System, Software Development

SKILLS

Languages: Assembly, Bash Script, C, C++, C#, HTML, Java, Java Script, Python, SQL, XML
Tools: AWS, Android Studio, Firebase, Git, Node.js, OpenCL, OpenGL, PyTorch, Travis CI, Unity

EXPERIENCE

Undergraduate Tutor   UCSD Computer Science & Engineering Department   (Sep. 2018 - Jun. 2019)
- Tutored 400+ students during my office hours to help with their labs and programming assignments.
- Used Python to create tester files that were used to grade the students' programming assignments.
- Led review section before exam and explained the confusing materials of the course.

Software Engineer Summer Intern   Join-Cheer Software Co Ltd   (Jun. 2018 - Sep. 2018)
- Worked on a project that implemented a database-driven system for our customer company using SAP HANA.
- Created SQL that were embedded into the system to load data from the HANA database and combine/manage the data according to the customer's needs to generate a financial statement.
- Helped organize user testing and fix the corresponding problems.

ACADEMIC PROJECTS

Startup, San Diego   (Mar. 2019 – Present)
- Cofounded a startup that is based on our mobile App, Unilink Share.
- Created AWS Lambda functions to handle the backend logic and algorithms of the App.

Honors Thesis Research, UCSD   (Sept. 2019 – Mar. 2020)
- Conducted a research about accelerating ray tracing with AI techniques.
- Used C++ with OpenCL to build from scratch a ray tracer with basic acceleration structures.
- Used AI techniques like reinforcement learning and deep learning to accelerate the ray tracing process.

VR Billiard Game, UCSD   (Mar. 2019 – Jun. 2019)
- Used C++ with OpenGL to build from scratch a VR billiard multiplayer game in a team of 2.
- Implemented the realistic collision in this billiard game without using any physics engine.

Website for NLP Tasks, UCSD   (Mar. 2019 – Jun. 2019)
- Used Python and the Django framework to build a website doing two NLP classifier: a sentiment classifier of reviews in restaurants; a toxicity classifier of online comments.
- Used HTML, CSS, JavaScript for the frontend of the website.

Recommender System, UCSD   (Sep. 2018 – Dec. 2018)
- Used Python to build a recommender system using the purchase history data from Amazon.
- Joined a Kaggle competition about this recommender and got rank 7 out of 816 participants.

Android Mobile App, UCSD   (Mar. 2018 – Jun. 2018)
- Developed an Android App in a team of 10 with XML and Java using Android Studio.