SHUNXU HUANG

shunxuhuang@gmail.com | xxx-xxx-xxxx | shunxu-huang@LinkedIn

EDUCATION

UC DAVIS
B.S. Computer Science

ACTIVELY LEARNING

COURSERA
Machine Learning
Computer Vision
Statistical Learning

SKILLS

PROGRAMMING
Java, C, C++,
C#, Python

TOOLS
IntelliJ
Vim
Visual Studio/VS Code
AutoDesk Maya
Photoshop/Illustrator

LANGUAGES
English
Mandarin
Cantonese

ACHIEVEMENTS

Graduated with High Honors (2017)
Gway Sen Association College
Scholarship Recipient (2013-2017)

EXPERIENCE

AMAZON - ALEXA | Software Engineer
Oct 2019 - Present | Seattle, WA
- Designed and maintained a scalable recommendation system with multiple machine learning algorithms that provides personalized contents to more than 4 million users daily.
- Delivered scalable solutions that increased customer engagement and reduced churn on multiple features
- Refactored existing codebase onto an asynchronous platform that reduced latency by 30%+

GENER8 | Software Engineer
Aug 2016 - Oct 2016, Jan 2018 – Oct 2019 | Sunnyvale, CA
- Developed/maintained a cross-platform commercial software package that drives a family of 3D cameras, converts raw data to a point cloud, and provides an API to access its lower-level raw data in C/C++ with OpenGL
- Wrote software in C# to control and manage complex system involving mechanical and electronic peripherals to highly automate the calibration process and to decrease accidental unit damage
- Designed and analyzed experiments to improve existing products and sped up its calibration process by 40%+
- Collaborated with multidisciplinary teams to develop strategies and in-house cross-platform diagnostics tools in Python, C# that greatly increased team productivity.

PROJECT

DAYLIGHT -- 3D OBJECT EDITOR RENDERER
January 2017 | Davis, CA
- Managed GUI with Qt, and rendered 3D images with modern OpenGL approach (VAO, VBO, FBO etc)
- Utilized deferred shading to improve real-time rendering of multiple light sources and post-processing (shadow mapping, bloom effect etc)
- Incorporated basic edits (translation, rotation, scaling, duplication) on instantiated objects to minimize GPU usage. Rapid headless rendering capability
- A verification environment is created using UVM methodology to verify the correct functionality of DUT.

RESEARCH

MACHINE VISION LAB, UC DAVIS | Undergrad Researcher
Feb 2017 – May 2018 | Davis, California
Worked with **Dr. Yong Jae Lee**
- Research work focuses on occlusion prediction with deep convolutional neural network based on Mask RCNN with Pytorch.
- Solved bottlenecks to our problem by exploring different solutions for data gathering and processing.