Kexuan (Michael) Huang

🕤 github.com/kx-huang | 🛅 linkedin.com/in/kx-huang | 🖴 kx-huang.github.io | 🔀 hkx@umich.edu | 🖪 6083201127 EDUCATION

University of Michigan (GPA: 3.9/4)

Master of Science Student in Information Science (Software Development Track)

Aug 2022 - May 2024 (Expected)

University of Wisconsin-Madison

Madison, WI

Ann Arbor, MI

Exchange Student in Computer Science

Jan 2022 - May 2022

Shanghai Jiao Tong University (UM-SJTU Joint Institute)

Shanghai, China

Bachelor of Engineering in Electrical and Computer Engineering, Minor in Computer Science

Sep 2018 - Aug 2022

Teaching Experience

University of Michigan

Graduate Student Instructor (GSI) for course Data-Oriented Programming (S1206)

• Worked with a team of 16 people to coordinate 300 students to reinforce course concepts such as Python, SQL, data structure & algorithm, object-oriented programming, database management, API, file system and data analysis & visualization.

• Taught 2 lab sessions and held 2 in-person office hours per week to reinforce technical concepts and tutor coding projects. Made a series of lab slides with LATEX and Beamer, which is more than 200 pages in total along with practice problems.

Work Experience

Valeo Troy, MI

Software Engineer Intern

Jun 2023 - Aug 2023

- Developed programs in C-based programming language Communication Access Programming Language (CAPL) for automated-parking testing. Utilized distributed systems design tool CANoe to validate electronic control unit (ECU) network signals and virtual testing environment Vosstrex to simulate vehicle behaviors under diverse scenarios.
- \circ Implement an image processing algorithm in C++ with Open Graphics Library (OpenGL) to efficiently handle real-time raw video streaming from vehicle cameras placed at varying angles, ensuring adherence to strict specifications.
- Built Jenkins CI/CD pipelines with Dashing framework for multiple projects, triggered upon codebase changes in application lifecycle management (ALM) system to automate project build, code analysis on Klocwork, testing and hardware validation.

Shanghai, China

Dec 2020 - May 2021

Software Engineer Intern

 \circ Developed a static analysis plugin with C++ and Python for hardware description language (HDL) (e.g. VHDL, Verilog and System Veriloq) to parse source code, extract user-defined components (e.g. ports, modules and interfaces), conduct cross-validation among files and generate bug reports, which notably accelerated the routine design verification process.

o Implemented an internal team platform with Django framework in Python on the local area network (LAN), which enables seamless information sharing and workflow synchronization among colleagues in office. Developed various frontend views including dashboard, to-do list, worksheet and Q&A, using JavaScript, HTML, CSS along with framework Bootstrap.

• Revised and modernized legacy Perl and Ruby code with Python and Shell scripting, employing packages including Requests, ReqEx, Pandas, NumPy, and Sklearn to establish a cohesive GPU test flow for efficient large-scale data process and analysis.

Segway

Shanghai, China

Software Engineer Intern

- Jan 2020 Mar 2020 • Developed an onboard debug assistant in C using FreeRTOS for service mode of autonomous delivery robot prototype, facilitating real-time access to parameters and settings. Implemented structured folder-like view with bitmap graphic, efficient interaction logic using only few buttons, and utilized UART, Bluetooth & Wi-Fi for seamless log exporting solution.
- Implemented test programs for host computers & STM micro-controllers in C and Python scripting. Performed comprehensive unit tests for communication modules and integrated tests for decision-making systems in both PC emulator and real life.

ChatGPT on WeChat (7 to 16 (GitHub 610 stars, 300 forks, 2.2k users and more)

Open-source Project | TypeScript, Node.js, Asynchronous Programming, Docker, CI/CD, Rapid Cloud Deployment

- o Integrated ChatGPT into WeChat (the most popular social media in China), enabling keyword-triggered auto-reply for group & private chat, along with customized task handlers, facilitating productivity and user experience with the cutting-edge AI.
- Leveraged TypeScript asynchronous programming to seamlessly handle incoming that messages and forward responses from GPT-3.5 or GPT-4 models through the integration of Wechaty (an open-source project on GitHub) and the OpenAI API.
- Released a deploy template on cloud platform Railway by streamlining the build & deploy process with Docker, which currently ranks Top 1 in chatbot popularity with over 2.2k users. Actively resolved over 60 issues on GitHub.

Intelligent Firefighting System Based on Internet-of-Things (IoT) Technology Ω

Capstone Project, Full-stack Developer | Python, TypeScript, FastAPI, React, React Native, MongoDB, Docker, CI/CD

- ∘ Built a fire risk management system incorporating Fuzzy Analytic Hierarchy Process (FAHP) and Coupling Revision 🗗 to enhance accuracy and efficiency, which was successfully deployed on government servers in Shanghai for a trial run.
- Developed the backend with FastAPI framework, web App with React. is and cross-platform mobile App for iOS & Android with React Native. Utilized MongoDB NoSQL database to handle a substantial data volume of approximately 7 million.

SKILLS

- Programming: Verilog, Assembly (x86), C, C++, Java, Python, MATLAB, TypeScript, HTML, SQL, R, Shell, LATEX
- Development: Git, GitHub, Docker, RESTful, React, Django, Hadoop, Spark, Drill, Vim, VS Code, macOS, Linux
- Specialty: Badminton (former professional athlete, current UMich team player), Anime Piano