

Huidi Wang

wang.huid@northeastern.edu | (949) 231 – 7411 | Boston, MA | <https://www.linkedin.com/in/huidi-wang-49038a299/> | Available: May 2023 – Jan 2025 | GitHub: <https://github.com/yihd?tab=repositories>

EDUCATION

Northeastern University – Boston Campus, Boston, MA

MS in Computer Science Candidate, GPA: 4.0 / 4.0

Relevant Coursework: Algorithms, Object-Oriented Design, Discrete Structures, Databases

Jan 2023 – Present

Expected Graduation: Jan 2025

University of California – Irvine, Irvine, CA

BS in Mathematics

Relevant Coursework: Linear Algebra, Probability, Optimization, Calculus, Machine Learning, A/B Testing

Sep 2018 – June 2022

TECHNICAL KNOWLEDGE

Languages: Python, Java, Javascript, C, R,

Tools & Frameworks: Git, Swing, Scikit-learn,

XGBoost Databases: MySQL, SQL Server

PROJECTS

2048 Game

Northeastern University

April 2023

- Designed and implemented an interactive game leveraging Python's turtle library, emphasizing UI aesthetics and user experience.
- Incorporated keyboard arrow key controls to facilitate seamless gameplay, enhancing player engagement.
- Implemented a dynamic scoring system with real-time updates and robust error-handling, allowing users to restart the game and enhancing overall usability.
- Enhanced game aesthetics by introducing cell merge highlights and allowed board size customization for added gameplay variety.

Image Manipulation

Northeastern University

August 2023

- Developed an application capable of handling text-based and GUI interactions to apply image processing effects on various file formats (jpg, png, bmp, etc).
- Ensured the GUI displays the active image, supporting scrolling functionality for larger images. Incorporated real-time updates to visualize image manipulations instantaneously.
- Exposed primary features including image flipping, component visualization, grayscale conversion, blurring, sharpening, and sepia toning.
- Facilitated user-friendly interactions, allowing users to specify image paths without hardcoded constraints, and introduced error displays via visible text.

Maven Fuzzy Factory Business Analysis

University of California, Irvine

June 2022

- Explored page-level website data to compare traffic & conversion rates using custom SQL queries, created 20+ key metrics & stored the processed data in a MySQL database.
- Analyzed conversion funnels using Tableau & proposed data-driven recommendations to optimize customer purchase experience & gain sales lift of ~5%.
- Summarized & visualized paid vs. free traffic by device type, and performed time series analysis to estimate seasonality & trend components in the data with complex SQL queries with joins, CTEs & sub-queries
- Discovered the most valuable customers & determined their source channels, usage patterns and repeat session frequencies, showcased the insights in an Excel dashboard.

WORK EXPERIENCE

Working Memory and Plasticity Lab, Irvine, California

Machine Learning Research Assistant

Sep 2021 – Dec 2022

- Cleansed & explored working memory survey data from 50k+ participants using Python Pandas & Seaborn.
- Performed feature engineering & data normalization, imputed missing data & treated outliers using NumPy & Pandas.
- Built Linear Regression, Support Vector Machine, and Decision Tree algorithms from Scikit-learn in Python to predict working memory levels in participants based on 20+ features.
- Analyzed Model performance based on F1 Score, ROC Curve & Loss Function, achieved highest F1-score of 0.91 with SVM.