

Zejun Huang

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EDUCATION

- Expected 2027 **University of California, Santa Barbara (UCSB)**
M.S. in Electrical and Computer Engineering
- 2025 **South China University of Technology (SCUT)**
B.F.A. in Product Design, GPA: 3.95/4.0 (Rank: 1/52)
B.E. in Computer Science and Technology, Weighted Avg: 86/100

EXPERIENCE

- 2026.1-2026.2 **Full-Stack Developer**, Voxelt Platform — www.voxelt.com
- Developed a 3D voxel creation platform with voxelization pipelines, user and asset management, LEGO instruction generation, and AI 3D generation API integration.
 - Optimized system performance through concurrency control, task queues, and database tuning, enabling reliable deployment on a 2 vCPU / 4GB cloud server.
- 2025.7-2025.8 **Frontend Developer**, Suzhou Zaiyunbian Artificial Intelligence Technology Co., Ltd.
- Developed the frontend for an AI role-playing chat platform with authentication, real-time multi-agent chat via LLM streaming APIs, and AI character creation.
- 2023-2024 **Undergraduate Researcher**, Student Research Program (SRP), SCUT
- Detection and Analysis of Manicurist Muscle Fatigue Based on sEMG
- 2021-2022 **Product Manager**, Industrial Innovation Lab, SCUT
- Led a 5-person cross-functional team.
- 2021-2022 **Event Coordinator**, Student Union, School of Design, SCUT

PUBLICATIONS

- 2024 Zejun Huang, Zhen Qin, Hanze Ge, “Standardizing and Early Warning of Sewing Beginners' Posture Based on CNN Visual Recognition Technology” in HCI International Conference on Innovative Technology for Public Health and Occupational Safety, Washington DC, USA.

PATENT

- 2024 Adjustable Footrest for Walking Wheelchair, CN220735647U
- 2024 Adjustable Vehicle Seat Assembly, CN220483133U
- 2024 Safety Fixation Mechanism for Walking Wheelchair, CN220833349U
- 2023 Rapid Window Breaking Equipment for Vehicle, CN116901889A
- 2015 Novel Life Saving Utensil, CN204642117U

GRANT AWARDS

2024	National Encouragement Scholarship, Education Department of Guangdong (Top 10%)
2023	National Scholarship, Ministry of Education, China (Top 1%)
2022	The First Prize Scholarship, SCUT (Top 10%)

HONOR AWARDS

2023	Winner in Beverage and Food/Catering Supplies, European Product Design Award
2023	Bronze Finalist, G-CROSS Award
2022	Outstanding Student Leader of Student Association, School of Design, SCUT
2022	Excellent Student Leader, School of Design, SCUT
2021	Best Debater, the 'Hongci Lundao • Elite Cup' Design and Computer Science & Engineering Schools Joint Debate Semifinals

CERTIFICATION

2024	Project-Based Learning (PBL) Interdisciplinary Course Topic: Application of Artificial Intelligence in Public Health Organized by CCIPE, Ministry of Education, China
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SKILLS & INTERESTS

Software	Solidworks, Rhino, Shapr3D, KeyShot, Photoshop, Unity 3D, Blender
Programming	Python, C++, MySQL, React, HTML, CSS, JavaScript, Arduino
Interests	Human-Computer Interaction, Media Signal Processing, 3D Printing