# Yuxiang (Evan) Huang

AI & Data | Software Systems | Interactive Technology

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Hobart, Tasmania

## Relevant Experience

**Software Engineer Intern** at **Qingqiu Technology**

Dec 2025 - Apr 2026

- Integrated OpenAI Codex and Anthropic Claude into AI-assisted developer workflows.
- Built context-processing and Node.js workflow features for multi-turn coding and automation.

**Technical Game Systems Intern** at **Tencent**

Jun 2025 - Aug 2025

- Analysed gameplay telemetry and player data to support balancing and system adjustments.
- Prototyped Lua gameplay modules and collaborated on state-machine, multiplayer and interaction testing.

**AI Workflow Engineering Intern** at **Perfect World**

Nov 2023 - Jan 2024

- Curated AI training datasets and refined LoRA/ComfyUI workflows for One Punch Man: World.
- Supported Python/Java/C++ automation, Jenkins, Unity integration, documentation and troubleshooting.

**AI Workflow Engineering Intern** at **Lilith Games**

Jun 2023 - Sep 2023

- Automated Unity batch operations in Python/C# and built Stable Diffusion/ComfyUI production workflows.
- Integrated five DCC tools and documented workflows for non-technical art teams.

**Recruitment Manager** at **Malou Cultural Media (Startup)**

Apr 2024 - Aug 2025

- Coordinated recruitment and onboarding for a 20-person team and screened 300+ candidates.
- Standardised reporting on candidate sources, conversion rates and time-to-hire.

**Co-Founder & AIGC Technical Lead** at **AR Metaverse Content Platform**

Nov 2023 - Jan 2024

- Co-founded a 4-5 person AR startup and led an interactive AIGC prototype.
- Coordinated with 20+ external stakeholders and developed B2B use cases for venue operators.

## Education

**University of Tasmania**

Master of Information Technology and Systems

Jul 2026 - Jul 2028 | Hobart, TAS

**Sanda University**

Bachelor of Software Engineering | GPA 3.77/4.00 | Rank 1/206

Sep 2024 - Jun 2026

**Saint Martin's University**

Undergraduate Exchange, Information Technology | GPA 4.00/4.00

Jan 2025 - May 2025 | USA

**Nanhu Vocational and Technical College**

Associate Degree in Digital Media Technology | GPA 3.73/4.00 | Rank 1/46

Sep 2021 - Jun 2024

## Skills

AI & Automation: LLMs, RAG, multi-agent systems, Stable Diffusion, LoRA, ComfyUI

Software & Data: Python, JavaScript/Node.js, Django, FastAPI, SQL, Power BI, Docker

Interactive: Unreal Engine, Unity, Blueprint, C++/C#/Lua, AR/VR

Systems: Git, Linux, Jenkins/CI/CD, ROS 2, CARLA, LiDAR

## Patent

Smart Medicine Box - Utility Model Patent

## Research & Achievements

- 2 ACM conference publications: DEIT 2025 and IECA 2026

## Volunteer Experience

- UTAS Motorsport - LiDAR Perception & Autonomous Systems Contributor (Present)
- Tianyun Community Committee - 175 hours of recurring community service (2025)