

LU ZHENG

Room# 84, Floor# 64, Building# 3, Yi Guan Apartment, Heping District, Shenyang city, Liaoning
zheng.lu91428@gmail.com

Highly skilled GEO and GIS expert with over 10 years of experience in developing complex geospatial solutions and 3D visualizations using technologies such as three.js and WebGL. Proficient in managing and executing large-scale projects, delivering innovative and data-driven insights, and enhancing user experience through advanced visualization techniques.

EXPERIENCE

M.TECH (SINGAPORE)

APRIL 2020 – SEPTEMBER 2023

GEOSPATIAL DEVELOPER

- Led the development of a real-time geospatial data visualization platform using three.js and WebGL, resulting in a 45% increase in user engagement and a 30% reduction in data processing time.
- Managed a team of 12 developers and GIS specialists in creating a comprehensive 3D city model, which improved urban planning decision-making processes by 25%.
- Implemented advanced spatial analysis algorithms that enhanced data accuracy by 20% and reduced computation time by 15%.
- Developed custom plugins for ArcGIS and QGIS that streamlined data integration workflows, increasing productivity by 40%.
- Delivered over 50 training sessions on GIS and 3D visualization for clients and internal teams, boosting overall technical proficiency by 60%.

IZENO (SINGAPORE)

JANUARY 2015 – MARCH 2020

GIS TECHNICIAN

- Designed and executed spatial data analysis projects for over 100 clients, including government agencies and private sector companies, achieving a client satisfaction rate of 95%.
- Developed interactive 3D maps and visualizations using WebGL, improving user interaction and data interpretation by 35%.
- Conducted a comprehensive geospatial data audit for a major metropolitan area, identifying and rectifying data discrepancies, resulting in a 50% improvement in data reliability.
- Collaborated with cross-functional teams to integrate GIS data with machine learning models, enhancing predictive analytics capabilities by 40%.
- Published 10 research papers on advanced geospatial techniques and 3D visualization methodologies in peer-reviewed journals.

FLASHDATA (CHINA)

MAY 2013 – DECEMBER 2015

SOFTWARE ENGINEER

- Processed and analyzed geospatial data for over 200 projects, ensuring data accuracy and integrity.
- Developed an automated data extraction tool using Python, reducing manual processing time by 60%.
- Created detailed topographic maps and 3D terrain models for environmental impact assessments, contributing to a 30% increase in project approval rates.
- Assisted in the migration of GIS data to a cloud-based platform, improving data accessibility and collaboration across departments by 45%.
- Provided technical support and training to over 150 staff members, enhancing their GIS capabilities and efficiency by 50%.

EDUCATION

MARCH 2013

MASTER OF SCIENCE IN GEOSPATIAL INFORMATION SCIENCE

NATIONAL UNIVERSITY OF SINGAPORE

CORE COMPETENCIES

- Programming languages
- Code structure & architecture
- Web performance optimization
- Front-end & back-end web development
- Agile leadership or scrum master
- Agile software development
- Test driven development
- Source control

MY SKILLS

- HTML & CSS
- Javascript
- jQuery
- ES6
- React.js/ReactNative
- Vue.js
- Angular.js
- GraphQL
- Bootstrap
- JSON
- Three.js
- Typescript
- Express.js
- Python
- CodeIgniter
- Wordpress
- Ruby on Rails
- Firebase.com
- MySQL
- WebGL
- Potree
- Cesium
- GIS
- GEO
- PHP/Laravel
- ASP
- C++
- C#
- Node.js
- Github
- Linux

ACTIVITIES & INTERESTS

- Learning new technology
- Making new friends
- Art
- Skiing
- Travel
- Football & Volleyball