

Weiran Yang

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GITHUB LINK

<https://github.com/ApinePro>

EDUCATION

Sep 2016 — Jun 2020	Bachelor of Engineering, Beijing University of Posts and Telecommunications Beijing, China Major in Computer Science and Technology, GPA: 3.31/4 <ul style="list-style-type: none">Third class scholarship of Beijing University of Posts and Telecommunications
Sep 2018 — Feb 2019	Exchange student, Institut Supérieur d'Electronique de Paris Paris, France Major in Embedded Systems, GPA: 16,17/20
Oct 2020 — Present	Master, RWTH Aachen University Aachen, Germany Major in Media Informatics Coursework: Machine Learning (top 10% in the exam), Computer Graphics, Automatic Speech Recognition, Software Project Management, Mathematical Foundation of Data Science, Advanced Process Mining, Web Science, Designing Interactive Systems (The final project is displayed on the course's web page)

RESEARCH EXPERIENCE

Feb 2021 — Present	University of Bonn, Germany Research on the application of Euler balls and box-embedding for representing geographical information in knowledge graphs and topological relationships between geographical entities, supervised by Dr. Tiansi Dong. In this project, I wrote a recursive algorithm to construct and train the Euler ball of geographical entities in each administration layer, using pre-trained word embedding.
Aug 2019 — May 2020	Data Science and Service Research Center, Beijing University of Posts and Telecommunications, China Research on the inherent relations between the users' psychological characteristics and the behavior in a social network. I used PyTorch to extract features from the corpus of activities published on Facebook and trained a neural network model with CNN and RNN structure to predict other users' psychological characteristics.
Sep 2018 — Feb 2019	Research and Development in Information Technologies Team (RDI Team), Institut Supérieur d'Électronique de Paris, France Research and study under the supervision of Dr. Raja Chiky on Recommendation systems, especially real-time recommendation systems.

PROJECTS

Mar 2019 — Jul 2019	A word-memorizing game with Server-Client model Designed a game for memorizing English words using C++. The game files were stored in the locality and the client was designed to communicate with the server using TCP protocol to update data and implement online battles between users.
Mar 2018 — Jun 2018	A text editor "Miniword" based on QT Used C++ to design a text editor with functions such as text display, file operation, text searching, and segment operation.

SKILLS

C, C++, Python, Java, JavaScript, HTML, SQL, SPARQL, PyTorch, Linux, Git

LANGUAGES	Chinese	Native speaker	German	A2
	English	C1		

EXTRA-CURRICULAR ACTIVITIES

- Sep 2016 — Jun 2020
- Faculty's football team member at Faculty of Computer Science at Beijing University of Posts and Telecommunications. Played as a defensive midfielder and participated in the university's Principal Cup in 2017, 2018, and 2019.
 - In charge of the development and operation of the Wechat public account on French in the college student entrepreneurship project. Published articles on innovative French teaching methods and French culture.