Bo Su

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

Master of Science in Electrical and Computer Engineering (GPA 4.0/4.0)   *August 2019 – Present*

- Main Courses: Human-Computer Interaction, Statistical Machine Learning, Data & Visual Analytic.

KEAN UNIVERSITY, COLLEGE OF SCIENCE AND TECHNOLOGY

Bachelor of Science in Computer Science (GPA 3.3/4.0)   *September 2015 – June 2019*

WORK EXPERIENCE

PINGAN TECHNOLOGY

Software Development Intern   *February 2020 – Present*

- Maintained and deployed modules for developed Rule Engine which implements the RETE algorithm.
- Designed test cases for Restful API.

GREEN PROSPERITY GROUP

Product Intern   *November 2019 – January 2020*

- Created techniques requirement specifications for sleeping robot, kids partner robot, and clothing care system.
- Drafted and edited over 10 documents about the marketing investigation, project schedules, and supplier comparison.
- Dealt with development team over 100 issues, improving the overall performance.

RIKAI LABS

WeChat Mini-Program Developer Intern   *July 2018 – August 2018*

- Wrote over 20 wiki for existing interfaces and reorganized the wiki structure of GitHub repo to help newcomers get familiar with system quicker.
- Launched our 3 interactive pages and modified 5 components (audio, text, slides and etc).
- Constructed 15 automatic user behavior analysis tables anchor point at the user operation process and the user support call have been reduced around 20 percent after the issues have been fixed.

ZHENG GUANG INTELLIGENT TECH

Quality Engineer Intern   *May 2016 – June 2016*

- Wrote 5 software reports of module testing for the independently developed software.
- Created 10 basic testing programs as the criterion and used them to find out the two potential causes of crashes, leading to a 10 percent reduction in related program crashes.

XIANYAN NO.1 MIDDLE SCHOOL

Intern   *February 2016 – June 2016*

- Instructed 11 middle school students (two lectures per week for 10 weeks).
- Prepared 20 lectures related to Arduino and 3D design.
- Guided one student to win the Wenzhou Eighth Teenager Creation Competition 1st prize (3D Printing).

PUBLICATIONS

BIOINFORMATICS PROJECT

Project Leader   *September 2018 – June 2019*

Created and curated PlantMP (https://www.plantmp.com) which is a database for plant moonlighting proteins, currently resubmitted to The Journal of Biological Databases and Curation (IF: 3.978) journal. (https://doi.org/10.1093/database/baz050)

UBICOMP/ISWC 2018

First Author & Poster Paper Presenter   *October 2018*

Story Teller: Contextual-based Educational Augmented-Reality Application for Preschool Children. (DOI: 10.1145/3267305.3267671)

PRAI 2018

Co-author & Paper Presenter   *July 2018*

Skin Conductance as an In Situ Marker for the Degree of Concentration in a First Person Shooting Training Game: Some Preliminary Findings. (DOI:https://doi.org/10.1145/3243250.3243256)

AWARDS AND HONORS

MERIT BASED SCHOLARSHIP - LEVEL C AT TOTAL OF $1,500   2019

PROGRAMMING LANGUAGES

- Naively spoken Java and C/C++.
- Experience with SQL, Python, Git and UNIX.
- Dabbled in C# and $\LaTeX$.