‍‍Zehuan Chen

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Education

M.S. | 2017 (expected) | oREGON STATE UNIVERSITY

* Major: Computer Science
* Related coursework: Data Structure & Algorithm, Computer Graphic, Geometric Modeling, Shader Language, Computer Vision, Operating System, Computer Architecture, .software engineering, parallel programming, machine learning.

Skills & Abilities

* Programming languages: C, C++, Java, C#, Python, Haskell.
* Operating system: Linux, Windows.
* Tool: Unity gaming engine, MATLAB.
* Framework: GLSL, OpenGL, openMP.
* Language: Chinese, English

Accomplished Project

Unix based operating system application programming interface by C language

* Archive files compress tool based on UNIX file system.
* Interactive server and client API based on Linux.
* Sharing memory space interface in mutual exclusive way.

Geometric modeling

* Implement polygonal meshes visualization and bounding box on 3D object.
* Surface subdivision on 3D object by using irregular scheme and Loop subdivision (ideal situation).
* Surface smoothing by using uniform, cord, mean curvature flow and mean value coordinate scheme, based on Laplace equation.

Shader and Rendering

* 3D scene construction with bloom and HDR effect.

Game development based on Unity

* Game of “Rolling ball”, “survival shooter”

Participate in project THE TEMPLATE SCRIPT TESTING LANGUAGE (based on python)

* Gradually adaptive coding correction method

Machine learning project (based on python)

* Udacity Machine Learning Engineer Nanodegree program
* Titanic survivors exploration, analysis data and using decision tree to improve the predict accuracy
* Boston housing price prediction, collect price data in Boston and predict the Massachusetts area housing price.

Experience

research group | oregon state university | sep, 2015 – dec, 2016

* Follow my advisor working on deformable image registration project and real-world simulation project.

graduate teaching assistant | oregon state unversity | january, 2016-now

research group | oregon state university | dec, 2016 – now

* Apply deep learning and neural network on computer vision superpixel evaluation.