

# Zhengyu Chen

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## EDUCATION

<b>Carnegie Mellon University --- School of Computer Science</b>	Pittsburgh, PA	08.2018–12.2019
• Master of Science in Computer Science		
<b>Tsinghua University --- School of Software</b>	Beijing, China	09.2014–07.2018
• Major in software engineering, GPA: <b>89</b> / 100		
• 2015, 2016 Honor Student Scholarship, honored for Top 10 in School of Software.		
• Minor in Business and Managements, GPA: <b>91</b> / 100		
<b>University of Texas at Austin --- Computer Science</b>	Austin, TX	01.2017–06.2017
• Exchange Student Programme, GPA: <b>4.0</b> /4.0		

## SKILLS

**Programming Languages:** Python, C++, C, Javascript, Matlab

**Computing Environment:** Linux, Mac OS, Windows

## RESEARCH EXPERIENCE

<b>Tsinghua University advised by prof. Guiguang Ding</b>	02.2018-06.2018
• Did a multi-person tracking based on MOT Dataset. Enhanced the performance of tracking system based on an online-tracking method. A thesis was written about this project.	
<b>UC Berkeley PATH Research Lab advised by prof. Ching-yao Chan</b>	06.2017-09.2017
• Did research in Berkeley DeepDrive Program which is led by Trevor Darrell.	
• Implemented a multi-object tracking system that can analysis the video data shot from the roof of a building, extract the trajectories of cars that have passed through the scene on road., and convert the trajectories into real world coordinates.	
<b>UT Austin Graphic&amp;AI Group advised by prof Qixing Huang</b>	02.2017-05.2017
• Employed 2D/3D models Skull to retrieve and classification which aim to find the most similar 'health' skull to a given 'deformed' skull	
• Used Greedy Direction Method of Multiplier to accelerate assignment problem in large matrices cases.	

## EXPERIENCE

<b>Lucidcam Co. Internship</b>	Silicon Valley, CA	7.2016-08.2016
• Surveyed/investigated VR development trend and found it a very potential area.		
• Employed edge detection techniques to modify the contrast ratio and the density of pixels in order to beautify the scene, and abstract object to change its background.		

## SOME RELEVANT COURSES AND SCORES

**In Tsinghua University:**

<b>Data Structure and Algorithm</b>	90
<b>Multi Media(Computer Vision, Graphics and Audio Analysis)</b>	95
<b>Web Front-end Technology</b>	96
<b>Python programming</b>	94
<b>Linear algebra</b>	97
<b>Probability and Statistics</b>	98
<b>Complex Analysis</b>	100

**In CMU:**

**In-Progress: NLP, Distributed System, Machine Learning**

## HONORS & AWARDS

- 2015 “Qianheng Huang” Scholarship, honored for Top 10 in School of Software.
- 2016 “Guang Hua” Scholarship, honored for Top 10 in School of Software.
- 2<sup>nd</sup> Prize in 2014 National High School Physics Competition
- 2<sup>nd</sup> Prize in 2014 National High School Mathematics Competition
- 2<sup>nd</sup> Prize in 2013 National High School Mathematics Competition
- 1<sup>st</sup> place in Tsinghua University independent recruitment, Hubei Province
- Member of Tsinghua University chorus and won Gold Prize in Beijing College Student Music Festival