ZHENGYU CHEN

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EDUCATION

Carnegie Mellon University, School of Computer Science　　　　　　　　　　　　　Pittsburgh, PA
Master of Science in Computer Science　　　　　　　　　　　　　　　　　　*Sep 2018 - Dec 2019 expected*

Relevant Courses: Distributed System, Algorithms and Data Structure, Introduction to NLP, Parallel Computing, Probability and Statistics

University of Texas at Austin, School of Engineering　　　　　　　　　　　　　　Austin, TX
Exchange Student Program　　　　　　　　　　　　　　　　　　　　　　*Jan 2017 - May 2017*

Relevant Courses: Introduction to Database, Introduction to Chinese History
GPA: 4.0/4.0

Tsinghua University, School of Software　　　　　　　　　　　　　　　　　　Beijing, China
Bachelor of Engineering in Software Engineering　　　　　　　　　　　　　　*Aug 2014 - Jun 2018*

Minor in Business and Management　　　GPA: 89/100
Honor Student Scholarship, 2015 & 2016; Rank 1/256 in *Principles of Economics* course

EXPERIENCE

Amazon　　　　　　　　　　　　　　　　　　　　　　　　　　　　　Palo Alto, CA
Software Engineer Intern　　　　　　　　　　　　　　　　　　　　　　*May 2019 - Aug 2019*

- Designed and built a git-style data management system that provides data versioning and can be used both in command line and raw python project
- Used recursive hashing to compare folder difference and enabled the system to track terabytes size datasets
- Made a central data sharing system that can push and pull(download) datasets using a single command. Greatly reduce the time needed for sharing datasets (instantly for pull)
- Reduced 20∼30% of disk usage on EFS by providing symlinks/reflinks to users and save $12∼20K per month for the team potentially

PROJECTS

Music Retrieval and Recommendation System　　　　　　　　　　　　　　Tsinghua, Fall 2015

- Used C to reimplemented the String Class of C++
- Used C++ to analyze thousands of downloaded HTML webpages, extract song information and lyrics, store them in a B-tree structure and retrieve/recommend based on keywords frequency in lyrics, titles and singers

Raft Consensus Algorithm　　　　　　　　　　　　　　　　　　　　　CMU, Fall 2018

- Implemented a distributed system consensus algorithm — Raft. Golang is the main language used.

CuDA Renderer　　　　　　　　　　　　　　　　　　　　　　　　　CMU, Fall 2019

- Implemented CuDA renderer which can render different types of animation. Achieve 60x times speed up compare to sequential implentation.

Image Editor　　　　　　　　　　　　　　　　　　　　　　　　Tsinghua, Fall 2017

- Developed an image editor which can flexibly cut, rotate, regularize, equalize, specify image, change image color space and apply various filters on the image including advanced filters like Lomo and face whitening using C++, Qt

SKILLS

Programming	Python, C++, C, MATLAB, Go, JavaScript, SQL
Operating Systems	Mac OS, Linux, Windows
Tools	Qt, AWS