Chuhan Xu

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Objective

➢ Seeking for Full-time Software Engineer Position

Work Experience

➢ **Bioinformatics Laboratory in University of Pittsburgh(part-time)**   *Dec. 2020 - Present*

Research Assistant

• Designed machine learning algorithm to improve the AUC by 5% of binary search in prediction of Recurrence and metastasis of breast cancer with the instruction of the professor
• Implemented deep learning model using Pytorch, Tensorflow, R and optimized the hyperparameter by thousands of experiments
• Collected and formatted the final experiment results and completed the research report according to the research result

➢ **Information Technology Department, Squirrel AI Adaptation Education**   *Jun. 2019 - Aug. 2019*

Information Technology Intern

• Translated business needs into reusable functional code or libraries for future use according to the UI design requirements
• Cooperated with backend software engineer seamlessly to achieve pages interaction and ER model for database
• Updated and created related course resources on the main page according to requirements of users and internal employees

➢ **Big Data Analysis Laboratory**   *Sep. 2017 - May. 2018*

Research Assistant

• Researched on Female Entrepreneurial Mode at the Internet Era--Based on the Web Celebrity
• Designed questionnaire for detailed information of web celebrities and distributed it online and offline
• Developed a crawler to acquire raw data such as followers' number and daily comments from different marketing platforms
• Published research on the Journal of Hubei University of Economics (Humanities and Social Science)

Project Experience

➢ **King Glory Game Information Management System**   *May. 2020 - Jul. 2020*

Independent Project: A website system to help players acquire game information and admins update game information

• Designed and built a full-stack project with separated front and back ends using **Vue.js**, including Web, Server and Admin System; Established 30+ RESTful APIs on the Server side by **Node.js** and **Express**
• Enhanced security of the system by implementing **HTTPS**, using **JSON Web Token** for users and administrators' login verification; Extended storage of users' session data using **localStorage** instead of cookie
• Optimized extensibility and versatility of the code by Implementing a general CRUD interface; Improved 22% coding efficiency using Dynamic Parameters to create interface of different categories

➢ **Mario Game, First Level**   *Mar. 2020 - May. 2020*

Core Member: A Junior-Level 2D interactive Mario Game application using MonoGame, C# and .NET framework

• Increased code readability and extensibility by implementing **Factory Design Patterns** and **State Design Patterns**
• Developed **Collision Handling** for all types of collision, causing state transition or position changes when necessary
• Improved 10% performance by Compressing game assets size using **Sprite** instead of normal images to achieve animation effects

Skills

• **Languages:** JAVA, Python, C/C++, C#, JavaScript, HTML, CSS, Scala, LaTeX
• **Environment and Framework:** Node.js, Flask, Django, Vue.js, Keras,Pytorch
• **Systems and Tools:** Linux, Windows, MySQL, MongoDB, PostgreSQL, Git, Docker

Educations

University of Pittsburgh   *Aug. 2019 – Present*

M.S. Information Science

Zhongnan University of Economics and Law (Double Degree)   *Sep. 2017 - Jun. 2019*

B.S. Information Computing Science

Hubei University of Economics   *Sep. 2015 - Jun. 2019*

B.S. Information System Management

Awards

• Rewarded with **National Second Prize** in China Undergraduate Mathematical Contest in Modeling