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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

> Yelp Restaurant Reviews Retrieval

Oct. 2020 - Dec. 2020

<u>Core Member: A yelp review key-word information retrieval system for restaurants in Pittsburgh</u>

- Extracted and formatted more than 5000 reviews in Yelp using python web crawler **Beautiful Soup**
- Ranked top 10 related restaurants using Statistics Language Model and Pseudo Relevance Feedback
- · Designed and implemented the UI interface including main search page and restaurant instruction page using Spring Boot

➤ 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.js**
- 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

Skills

- Languages: JAVA, Python, JavaScript, HTML, CSS, R, LaTeX
- Environment and Framework: Node.js, Flask, Django, Vue.js, Tensorflow, Pytorch, AWS
- Systems and Tools: Linux, Windows, MySQL, MongoDB, PostgreSQL, Git

Educations

University of Pittsburgh

M.S. Information Science

W.S. Information Science

Zhongnan University of Economics and Law (Double Degree)

Sep. 2017 - Jun. 2019

Aug. 2019 - Present

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