Chuhan **Xu**

(+1) 412-626-0648 |  [xuchuhan777@gmail.com](mailto:xuchuhan777@gmail.com) |  [chuhan-xu-b68415191](mailto:https://www.linkedin.com/in/chuhan-xu-b68415191/)

**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