

# PENG DING

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## EDUCATION

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**New York University** Sept. 2015 - May. 2017 (expected)  
M.S. in COMPUTER SCIENCE, Courant Institute of Mathematical Sciences New York, NY  
GPA: 3.77 / 4.0  
COURSES: Fundamental Algorithms, Programming Languages, Open Source Tools, Operating Systems  
Web Search Engines, Natural Language Processing

**South China University of Technology** Sept. 2011 - July. 2015  
B.E. in SOFTWARE ENGINEERING, School of Software Engineering Guangzhou, China  
GPA: 85 / 100

## SKILLS

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LANGUAGES: Python, C++, Java, Scala, HTML, CSS(Sass), Javascript, SQL  
WEB DEV: Flask, Django, webapp2, Jinja2, Bootstrap  
DATABASES: MySQL, SQLite, Google Cloud Datasotre  
OTHERS:  $\LaTeX$ , Shell Scripting, Git, Vim, Matlab, JIRA, etc.

## WORK EXPERIENCE

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**EasilyDo Inc.** Aug. 2014 - May. 2015  
SOFTWARE ENGINEER INTERN Guangzhou, China

- Extract E-mail key information via DOM parsing and Regular Expressions Crawling
- Finish the back-end development for job changes and boarding passes features (in production)
- Add features(e.g. search) to internal platform tool (Django web application)

## SOFTWARE PROJECTS

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**Image Approximator** Jan. 2016  
SELF PROJECT, INDIVIDUAL WORK New York, NY

- Use genetic algorithm to approximate an image via several translucent triangles
- Use Python Image Library(Pillow) to support image operations

**Open Reserve** Dec. 2015  
COURSE PROJECT, INDIVIDUAL WORK New York, NY

- A web reservation system which can add/reserve resources
- Use lightweight Python web framework webapp2 for back-end
- Use Bootstrap for front-end UI
- Use Google Cloud Datasotre as NoSQL database
- Use Google App Engine to deploy

**Clan War Master** July. 2015 - Aug. 2015  
SELF PROJECT, INDIVIDUAL WORK Guangzhou, China

- A web application that facilitate the management of game *Clash of Clans*
- Use lightweight Python web framework Flask for back-end
- Design and develop Restful APIs
- Use Flask built-in Bootstrap for front-end UI
- Migrate database from SQLite to MySQL

**Smart Music Robot** June. 2014 - July. 2014  
COURSE PROJECT, TEAMWORK Guangzhou, China

- A C++ software that can control the robot to sing and dance according to user's emotion
- Use IFLYTEK cloud speech engine to implement speech recognition
- Use FaceTracker and SVM algorithm to implement emotion recognition