PENG DING

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Education

New York University Sept. 2015 - May. 2017 (*expected*)
M.S. in Computer Science, Courant Institute of Mathematical Sciences *New York, NY*

South China University of Technology Sept. 2011 - July. 2015
B.E. in Software Engineering , School of Software Engineering *Guangzhou, China*

Skills

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, Git, Vim, Matlab, etc.

Work Experience

EasilyDo Inc. Aug. 2014 - May. 2015
Software Engineer Intern *Guangzhou, China*

- Extract, process and classify E-mail data which contains useful information
- Finish the server-end service for job changes and boarding passes
- Develop and improve EasilyDo platform tool (Django based app)

Software Projects

Image Approximator Jan. 2016
Self Project, individual work *New York, NY*

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

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 facilate 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 Twitter Bootstrap for front-end UI
- Use Sina App Engine to deploy and maintenance

Smart Music Robot June. 2014 - July. 2014
Course Project, teamwork *Guangzhou, China*

- A 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