

# Yuan, Changcheng (袁常成)

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## Education

### The Chinese University of Hong Kong, Shenzhen

B.E. in Computer Science, Top 20%

Dean's List Award: Year 2018-2019 and Year 2019-2020

Shenzhen, CN  
Sep 2016 – Jul 2020

### University of California, Berkeley

Visiting Student in Computer Science

Berkley, US  
Jun 2018 – Aug 2018; Jan 2019 – May 2019

Courses: Foundations of Computer Graphics, Efficient Algorithms and Intractable Problems, Machine Learning with TensorFlow, Mathematical Methods for Optimization, Data Structure Programming Methods, Game Theory

## Experience

### CUHK(SZ) Super Computing Group

Team Leader & Coach

Shenzhen, CN  
Aug 2019 – July 2021

- Led the group to participate in international student cluster competitions such as ASC, and SC
- Built heterogeneous clusters with Intel Silver CPU, Nvidia GPU, and Infini-Band
- Deployed Linux (CentOS, Fedora), MPI libraries, distributed file systems, and industrial applications on clusters
- Optimized the multi-socket cluster configuration using HPL benchmark.

### CUHK(SZ) - Course Operating System

Teaching Assistant

Shenzhen, CN  
Jan 2021 – July 2021

- Reformed the assignment code base for better simulating the memory page swap using the CUDA
- Implemented automated grading tools for better efficiency

## Internships

**Intellifusion**, a high-tech company devoted to developing industrial artificial intelligence technology  
Research Intern

Shenzhen, CN  
Sep 2019 – Dec 2019

- Conduct research on personal re-identification with a focus on improving re-ranking precision
- Apply Graph Convolution Network and Attention Mechanism to appearance feature measurement

**Pony.AI**, a high-tech start-up devoted to developing autonomous driving technology  
Software Engineer Intern

Guangzhou, CN  
Jun 2019 – Sep 2019

- Developed the visualization of the autonomous driving status using Linux with C++, OpenGL
- Developed the language module and applied i18n data display to the UI system

## C++ Projects

### Volume Rendering Visualizer for CT scans

Report: <https://timzrz.github.io/CS184-final-project/final.html>

Berkeley, US  
Apr 2019

- Rebuilt and visualized the human head model based on basic code provided by the instructor
- Applied the Volume Rendering technology to present the human head structure in a volumetric way
- Used OpenGL and Shader to accelerate the rasterization process

### Pencil (PencilBrush)

Github: [https://github.com/EricYJA/Course\\_Project](https://github.com/EricYJA/Course_Project)

Shenzhen, CN  
Mar 2018

- Developed software that can transform real-life photos to pencil sketches in MVC structure based on C++
- Used OpenCV to implement the basic image operation including cutting, rotating, and zooming
- Applied Edge detection and Gaussian blur to imitate hand drawing

## Leadership

**AIESEC Global**, an organization providing global volunteer opportunities  
Middle Manager

Shenzhen, CN  
Oct 2016 – Jan 2018

- Located global volunteer programs, and interviewed, trained & supported global volunteers
- Held 3 conferences that 100+ global volunteers attended and sent 43 global volunteers to 20 different countries

## Certificate & Skills

- **Legal Professional Qualification Certificate** by The Ministry of Justice of the People's Republic of China
- **Fundamentals of Accelerated Computing with CUDA C/C++ Certificate** by Nvidia

**Programming Languages:** C/C++, Python, Java, Shell, JavaScript/TypeScript, SQL

**Languages:** Fluent in Chinese and English (TOEFL 106) in communication, reading, and writing

**Interests:** Gaming, Skateboarding, Working out, Reading, Travelling