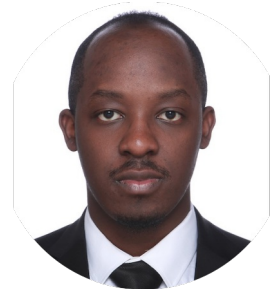# ISINGIZWE DIDIER FRANK

GRADUATE STUDENT RESEARCHER AT TSINGHUA UNIVERSITY

Profile

I am a committed computer enthusiast from Rwanda.
I am diligent, adaptable, self-motivated and result-oriented.

Experience

2019 - Present

Tsinghua University - Department of Computer Science and Technology
Graduate Student Researcher, Beijing
- Research Interest: Artificial Intelligence in Network Security.
- Under the supervision of Professor Jun Li & Professor DongSheng Wang.
- @ CPU & SoC center at RIIT(Research Institute of Information and Technology)
- NSLab (Network Security Lab)

2017 - 2019

China Admissions
AI Developer, Beijing
- Developing & maintaining Chatbots based on Natural Language Processing(NLP) conversations responsible for automated replies to questions or inquiries about studying in China from Humans(End-users) according to their interests.
- Implementing interactive voice response(IVR) technologies.
- Automating company operations.

15th Dec 2018 - 16th Dec 2018

CHINA ORGANIZATION FOR DEVELOPING ENGINEERS (CODE)
Judge & Mentor, Beijing
- Robotics and Python Programming Competition at AIDI School held in Beijing/China.

Interests

Interest - AI
- Machine Learning
- Deep Learning
- Natural Language Processing

Interest
- Network Security
- Web & Mobile Development

Skills

Languages

English
French
Chinese
Kinyarwanda

Programming Languages

Python
C/C++
Javascript
PHP

Contact

- Beijing, China
- +86 186 00500 675
- ididierfrank@yahoo.fr
- in /isingizwe-didier-frank-3630b8135/
- /FrankDidier

Education

2019 - Present

Master's degree in Computer Science and Technology - Advanced Computing program
Tsinghua University, Beijing
- Fall 2019 semester curriculum: Combinatorics & Algorithm Design, Advanced Machine Learning, Advanced Network Management, Advanced Network Security and Distributed Database systems.
- Spring 2020 semester curriculum : Deep Learning, Distributed Systems, Natural Language Processing, Web Information & Retrieval, Big data systems and Human Computer Interaction technologies.
- **Thesis**: An Efficient Approach in Network Traffic Classification on Encrypted Network Traffic

2015 - 2019

Bachelor of Science in Computer Science and Technology
Beijing Institute of Technology, Beijing
- Studied both computer hardware and software design. It encompasses both the study of theoretical algorithms and the practical problems involved in implementing them through computer hardware and software. My curriculum comprised of many branches, including artificial intelligence, software engineering, programming and computer graphics.
- **Thesis**: Cross Virtual Machine Execution of Python Program Based on GraalVM.

2009 - 2014

A'level (High School)
College Saint Andre, Kigali/Rwanda
Studied Mathematics, Physics, Computer Science and Entrepreneurship.

Achievements

Distinguished Student Award
🏆 2015-2016: Awarded at Beijing Institute of Technology.

Excellent Student Award
🏆 2016-2017: Awarded at Beijing Institute of Technology

"RACESCAPE" Game
🏆 2015: Developed & officially launched my Computer game "RACESCAPE"

16th place in Coding Game competition
🏆 Feb 26th, 2017: I globally won the 16th place among 3,508 Codingamers in Ghost in the Cell Contest on CodinGame platform.

Reference

- Article about RACESCAPE game: https://taarifa.rw/a-rwandan-computer-games-developer-rocking-in-china/

- Codingame Platform Competition: https://www.codingame.com/leaderboards/challenge/ghost-in-the- cell/global

My profile is highly ranked at Codingame: https://www.codingame.com/profile/705699d9505c02b83092521504b185c10828071