Curriculum Vitae

Jiang, Haoming

University of Science and Technology of China
School of the Gifted Young

Personal Information

Birth Date: Nov 08, 1996
Gender: Male
Major: Probability and Statistics
Double Major: Computer Science
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Education

University of Science and Technology of China (USTC) 09/2013-06/2017
Overall GPA: 3.95/4.3
Rank:

- 2/38 in Class
- 2/52 in students of Mathematics and Applied Mathematics

Standard Tests

GRE General Test: 152(Verbal) + 170(Quantitative) + 3(Analytical Writing)
TOEFL: 29(Reading) + 30(Listening) + 22(Speaking) + 27(writing) = 108

Projects

Analyzing Imbalance Social Media Data via Machine Learning Approach
Summer Intern (Supervisor: Prof. Xin Yao, Dr. Shuo Wang) *Jun - Sep, 2016*

- Analyzed the performance of bag of words model, language model, and neural language model. Language model, which is a rare approach in sentiment analysis, was proven to have *state-of-art* performance.
- Proposed Bayesian Estimator for language model.
- Analyzed class imbalance problem (via SMOTE etc.) in different Models. Neural language model was proven to have benefits in imbalance problem.

Designing 2D&3D deployable scissor-hinge structures based on 3D printing
Group Leader (Supervisor: Prof. Ligang Liu) *Jul, 2015-Now*

- Proposed a new scissor structure to meet the requirement of automatically generating deployable scissor structures, which can approximate given shapes.
- Built a designing and simulation system in Matlab
- Fabricated real model via 3D Printing
- To be submitted to EuroGraphic

Analyzing the Research Trend of NIPS 2015 Papers with Hierarchical Clustering and Visualization
Class Project (Professor: Prof. Weiping Zhang) *May-Jun, 2016*

- Extract features for each record in NIPS 2015 papers
- Analyzed the research trend via hierarchical clustering and visualization approach

Deep Reinforcement Learning For Raiden Game
Class Project (Professor: Prof. Shangfei Wang) *May-Jun, 2016*
○ Implemented RAIDEN game in Python
○ Built AI player via deep reinforcement learning

Development of GeoLab, an open source 3D model processing system
Research Assistant (Supervisor: Prof. Ligang Liu) *Jul - Sep, 2015*
○ Wrote serval mainstream subdivision algorithms for GeoLab

Computer Skills

Proficient: C/C++/Matlab/Qt/R/Latex
Average: Java/Python/Mathematica/SQL/SAS
Understand: C#

Awards and Scholarship

2014 The First Prize in China Undergraduate Mathematical Contest in Modeling, Anhui District
2014 The First Prize Scholarship
2015 The First Prize in China Undergraduate Mathematical Contest in Modeling, Anhui District
2016 Honorable Mention in Mathematical Contest In Modeling
2015 The First Prize Scholarship

Related Courses

Graduate Courses:
Bayesian Analysis: A
Stochastic Analysis: A+
Machine Learning and Data mining: A
Undergraduate Courses:
Real Analysis: A+
Linear Algebra:A+
Multivariate Analysis A: A+
Regression Analysis: A
Evolutionary Computation: A
Signal Statistical Modeling: A
Double Major:
Database System: A-
Artificial Intelligence: A-

Working Experience

Research Assistant in GCL@USTC (2015.7~Now)
Summer Intern in CS@BHAM (2016.7~2016.9)
Student Incubator Project for GENSIM (2016.8~Now)
Chairman of Shenzhen Student Association in USTC (2015~2016)