Zijie Shen

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Education

Columbia University in the City of New York, New York, NY

Bachelor of Science in Computer Science   Expected: May 2020

Brandeis University, Waltham, MA

Bachelor of Arts in Computer Science, GPA: 3.68/4.0   Aug. 2015 - May 2018

Relevant Coursework: Spoken Dialog Design, Data Structures and the Fundamentals of Computing, Operating System, Mobile Application Development (Android), Database Management Systems, Computer Graphics

Technical Skills

Languages: Java, HTML5, JavaScript, C/C++, Python, MongoDB, Git, CSS, Node.js, Bootstrap, jQuery, SQL

Tools: Eclipse, Microsoft Office, Blender, Android Studio, Jupyter Notebook, Putty, Vim

Work Experience

Certusnet Information and Technology Co., Ltd.   Jul. 2018 - Aug. 2018

Big Data Analyst Intern   Nanjing, China

- Participated in regression testing of Big Data Visualization Modeling Analysis Platform (based on Hadoop), which provides one-stop data analyzing service, including importing private datasets and designing data models by manipulating an interactive user interface, which is easy to use for users without any prior SQL knowledge
- Designed and executed test cases for the release candidate version of the software and revised User Manual

Hoperun Technology Corporation (HRTC)   Jun. 2017 - Jul. 2017

Software Engineering Intern   Nanjing, China

- Accomplished research in Caffe, TensorFlow and Convolutional Neural Network, translated documents and scientific papers into Chinese for fellow workers to use
- Collected thousands of images for training a novel machine learning model, for the purpose of animal recognition.

Selected Projects

3D Web Game: Minions Maze   Jan. 2018 - May 2018

Computer Graphics   Brandeis University, Waltham, MA

- Implemented using WebGL and Three.js (including Physijs) to create an interactive 3D web application
- Aim to control a minion object to go through a maze and avoid obstacles to find its minion friend to win the game

Android Mobile AR Game: Pokémon AR   Sept. 2017 - Dec. 2017

Mobile Application Development   Brandeis University, Waltham, MA

- Built an Android AR game which can launch Pokémon on the screen and use fingers to make them move
- Implemented using OpenGL and Google ARCore technology on Android Studio

3D Game: SpeechNinjaWeb   Sept. 2016 - Dec. 2016

Independent Study   Brandeis University, Waltham, MA

- Built an application which aims to aid children whose hearing is impaired to practice pronunciation in order to help them improve on their speech and implemented using Meteor, Python and Blender

Full Stack Web Application: TraWorld   Jun. 2016 - Aug. 2016

The JBS Incubator   Brandeis University, Waltham, MA

- Built a web app which aims to provide a crowdsourcing travel-agency platform for Brandeis University students to share itineraries and organize group trips
- Based on Meteor framework using Bootstrap, HTML5, CSS3 and jQuery for front-end, MongoDB for back-end
- Incorporated HTML speech recognition & speech synthesis and API.ai for natural language interaction as well as web APIs such as Google Map API