Jianglong Yu

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EDUCATION

Oregon State University

Corvallis, OR

B.S. in Computer Science

Expected in June 2023

Cumulative GPA: 3.64/4.00, Major GPA: 3.66/4.00

Concentration: Artificial Intelligence

 Academic Honors: Honor Roll (Summer 2020, Fall 2020, Winter 2021, Spring 2021, Summer 2021, Fall 2021, Winter 2022, Spring 2022)

PROFESSIONAL SKILLS

• **Programming Language:** C/C++, Python, JavaScript, Node.js

• **Developer Tools:** VSCode, Visual Studio

• Libraries: Pandas, OpenCV, NumPy

• Others: Git, REST APIs, Flask, MacOS, Linux

RESEARCH

GIS Disaster Recovery Tools

Corvallis, OR

Senior Design, Mentor: Louis, Joseph

Nov. 2022-current

- Aimed to simulate the damage of different buildings after an earthquake to help users take a series of precautions before the earthquake occurs.
- Looked into the original code and ran it to understand how the code imported the building information and the process of simulation.
- Collecting and processing PGA (Peak Ground Acceleration) data and sustaining the GitHub repositories.

Development a Supply Chain Model based on BLOG

Corvallis, OR Oct.2022-current

Mentor: Mohan, Karthika

- Implement a model making predictions for uncertain events by using probabilistic programming language.
- Building a supply chain model using the probabilistic programming language called BLOG in order to answer causal queries.

PROJECTS

Drawn Digit Identification (Small MNIST)

Fall 2022

- Implement a feed-forward neural network model for predicting the value of a drawn digit.
- Using Backpropagation for Feed-forward Neural Network.
- Use the ReLU as the active function and change some Hyperparmeter values to improve the accuracy.
- The accuracy of this classifier is 95%.

Sentiment Analysis based on Naive Bayes

Spring 2022

- Predicted the sentiment sentences taken from Yelp reviews to determine the writers' positive or negative attitudes toward the subject.
- Used Python to preprocess data by transforming each sentence into a feature vector plus a class label that could be readable by the Naive Bayes algorithm.
- Built a Naive Bayes classifier and trained the classifier so that it could read the training labels and learn the parameters used by the classifier.
- The accuracy of this classifier is 75%.

Design of Student Management System

Spring 2021

- Implemented a complete RESTful API for Tarpaulin app, which allowed users to review course contents, set up, correct, and submit assignments.
- Managed backend data with MongoDB and verified the users' qualification based on JWT standard.

Design of a Travel Website

Fall 2021

- Led a team of 4 people to create a travel website where users can enter the name of the city they want to visit and get information about that city.
- Built the front end with HTML and CSS and implemented the information search and track functions by Flask and Python.
- Constructed photo-providing microservice by gPRC so that the program could obtain photos according to the user needs.

TEACHING & VOLUNTEER EXPERIENCES

Teaching Assistant, CS 290: Web Development Lecture, Oregon State University

Jun.2022-Current

- Assisted the course instructor in grading and reviewing students' weekly assignments, quizzes, and course materials.
- Arranged FAQ sessions to tackle students' problems encountered in lectures and assignments.

Community Volunteer

Jul.2021-Aug. 2021

• Provided community service to citizens in Xinxiang, a city that suffered from rainstorm, and arranged encouragement events.