

# Jiajing Fang

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## Personal Information

**Nationality** :China

**Gender** :Female

## Education:



**2014.Sep-- 2018.Jul** South China University of Technology Computer Science and Engineering & Materials Science and Engineering B.S ,Guangzhou Guangdong  
Outstanding student and gain scholarships for 2 consecutive years(3.44/4 GPA)

**2017.Sep--2018.Jan** St. Petersburg National Research University of Information Technologies Mechanics and Optics (ITMO) exchange student, St. Petersburg Russia

**2018.Sep--Present** Saarland University Media Informatics M.S, Saarbrücken Germany  
Worked as Hiwi in Computation, Appearance and Manufacturing group in Max Planck Institute

## Experience and Publication:

### Master

**Moire Effect on Curved Surfaces Research Project:** Be responsible for simulation in *Blender* using *Python* and fabrication (3D prototype design and 3D printing) published in Optics Express, Vol. 28 (13), 2020

**Front-end Development:** Used *React* and *JavaScript* to build a small Quiz application

**Movie Question Answering System:** Built a small toy movie question answering system using knowledge graph database in *Neo4j* and *Sklearn* for classification and *SpaCy* for NERD

**Drone Dialogue System:** A *Natural Language Generation* Project uses schema expanding warning information as data to train a native language *dialogue system* for drone with pre-trained model *T5*

### Intern

**Machine learning Engineer in [Quantpi](#):**

1. Analyze new datasets, train and evaluate different models in pyTorch environment as input for our AI model explanation software
2. Debug and test new software features
3. Collaborate with seniors to research and investigate new technical issues

## Capabilities:

<b>Skills:</b>	<b>Language:</b>	Python, C++, Java, MySQL, HTML, CSS, JavaScript
	<b>Libraries:</b>	keras, Tensorflow, pyTorch, sklearn, Pandas, NumPy, NLTK, SpaCy, Neo4j
	<b>Skills:</b>	<i>Machine learning &amp; Data analysis</i> (EDA for datasets), <i>Natural language generation and processing</i> , <i>Software development</i> (Git, linux), <i>3D animation and VR</i> (Blender, Unity 3D)