Hanke Chen

U.S. Permanent Resident

General Info

15309 Hannans Way Rockville MD 20853 | (301) 605-3574
hanke.chen@ssfs.org; i@chenhanke.me; i@kokecacao.me
Intended Major: Data Science (or Comp. Sci.); Physics; Art

Online Presence

General: www.chenhanke.me Tech: www.kokecacao.me
Portfolio: art.chenhanke.me Github: github.com/kokecacao
Research: www.researchgate.net/profile/Hanke_Chen2

Education

-- Schools --

Sandy Spring Friends School, Sandy Spring, MD;

- 3.92 / 4.00 GPA (Unweighted); Unranked
- Completed all science/math AP the school offers
- 317 service hours

Shenzhen Experimental School (2013-2015)

-- Extra Courses --

Udacity Machine Learning Nanodegree [graduated 2017]
Udacity Deep Learning Nanodegree [graduated 2018]
AI for Robotics at Stanford Pre-Collegiate [completed 2018]
UIUC Master in CS (Data Mining Specialization) on Coursera

- Data Visualization [completed w/ GPA 98.7%]
- Text Retrieval and Search Engines [currently enrolled]

Experience

Kaggle/Student Researcher, Data Scientist (2019 - now)

- Use ML techniques to competitively build predictive models solving real-world problems
- Ranked 0.3% (w/ "Expert" title) among all other data scientists
- Won 51 community medals (5 silver, 46 bronze) over 9 projects

KokiCraft Network Game Server/Owner, CEO, Programmer (2014 - 2017)

- Founded KokiCraft Network: 1st GTA Minecraft Server in China.
- Designed & Programmed Game Mechanism + User Interface (UI)
- Update monthly to introduce new game elements.
- Defended against 50+ DDoS attacks / month.
- 344,941 players, $3500+ profit
- $500/month profit when open donation.
- Maintain the server free for 2/3 of the time.
- Managed customer support team

Robotics At Maryland (R@M) at UMD/Computer Vision Engineer (2018 - now)

- Develop UMD club's underwater robotics vision algorithm using Deep Learning for AUVSI & ONR's Robosub competition.
- The only Deep Learning student scientist in the club
- Implemented & improved "GradCam" in a 2016 research paper to perform semi-supervised segmentation w/ partially labeled data

Terasology: Making Open Source Game/Intern, Programmer (2018 - 2019)

- Hands-on experience w/ open-source game Terasology's development team
- Google Code-in Competition Certificates
- Introduced "The End" world generator and "Sponge" block to the game.

SSFS Robotics Team/Captain, Founder (2017 - now)

- Founded Robotics team & recruited ~10% school population
- Fundraised $1230 from school; $3305 from Kuka, Leidos, NAEC companies
- Won FTC Judges Award & Local 1st (first ever Robotics award in school's history)
- Represent school attending US Science & Engineering Festival
- Tutor group members on coding; cultivating new leaders

X-Order Lab/Student Researcher, Data Scientist (2019 - now)

- Member of X-Order Lab (http://xorder.ai/)
- Recrewed as a researcher by Doc. Yuyi Wang (from ETH Zürich)
- Currently doing research about Generating Kenetic Chains' Design Using Deep Learning

Writing Center Tutor/Student Tutor (2018 - now)

- The only non-native English speaker selected by the school
- Tutored 20+ Science, History, and English essays
- Volunteered to help in regular English classes as a TA.

Nigeria Business Partnership/College, Media, Special Project Chair (2017 - now)

- Provide business strategies for the Nigerian Kawu Irrigation Farm.
- Monitored soil tests for NPK, pH, and salinity.
- Made solution proposals through local experiments with biochar.
  - Crop rotation (tomatoes, cassava, pepper, okra) to reduce water and fertilizer consumption.
  - Implement biochar for raising the pH value of soil
- Wrote articles for local newspapers to raise awareness of the importance of education in business.
- Project profit supported 19 orphan's college education.

My Own Projects

Fixing Stanford Website's Vulnerability (2018)

- Found & Reported a SQL Injection vulnerability on Stanford University's SPCS website. Proposed a patch.

Rocket Designing & Launching (2019)

- Successfully design & build a rocket in simulation (KSP), capable of launch from Earth, staging fuel tanks, suicide burn on Moon, safely come back to Earth

Github "Redstone Torch" Software (2018 - now)

- Developed a platform based on Pytorch for Kaggle competition and general Computer Vision challenges.
- Solve interdisciplinary issues in biology, chemistry, geology, medicine, and manufacturing

Book "Tell Me What Rain Knows" (2017)

- A personal book collection of proses and reflections
- Discussed social issues: law enforcement, controversy in archeology, Chinese anime industry's development obstacle; Socio-Cultural Psychology in traditional "Pocket Money"
- Wrote proses about family, friends, and parting.

Web Development & UI Design (2017 - now)

- Coded 3 personal and 3 business website (for KokiCraft server, Art club, and Robotics club) using HTML and industrial frameworks
- Coded UI design "Brownie" - a minimalistic geek style
- Developing responsive website design to display properly on any device (on laptop, iPad, mobile phone)

Genetic Algorithm for Chemistry 14 Bottle Problem (2018)

- Used Genetic Algorithm to interpret results of 210 experiments
- Program able to resolve the composition of the reactance in seconds (rather than days)

Chaos Theory Research (2019)

- Data Analyzed & self-programmed physics engine able to visualize the 3-Body Problem
- Generated and studied bifurcation map for Chaos System
- Introduced Human-Computer Interaction (HCI) able to control each planets in the 3-Body Problem
- Created music track based on bifurcation map

AI-Generated & Aided Arts Portfolio (2018)

- Please visit my art portfolio: art.chenhanke.me

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Artificial Intelligence Research & Honors

Medical Diagnose: Histopathologic Cancer Detection
[CV | 3 months | 2019]
- Public 1st; Private 113th; Top 10%
- Develop algorithms to identify metastatic cancer w/ pathology scanned images
- Single model achieved 98% AUC accuracy
- Breaking PCam benchmark (arXiv:1806.03962) by 2%

Extracting Cellular Location of Human Proteins Using Deep Learning [CV | 3 months | 2018]
- Paper submitted @ Research Gate: https://doi.org/10.13140/RG.2.2.16431.28326
- Proposed a human proteins modeling method by Deep Learning
- Google Science Fair "2018 Entrant New Idea Certificate of Recognition"

Geology Analyzation: TGS Salt Identification Challenge
[CV | 3 months | 2018]
- Segmenting salt regions in geographical layers for petroleum detection

Chemistry Prediction: Predicting Molecular Properties
[ML | 2 months | 2019]
- Top 22% (579th / 2749)
- Develop algorithms to predict molecular coupling constant between atoms in organic chemistry using Deep Learning

Medical Diagnose: SIIM-ACR Pneumothorax Segmentation
[CV | 3 months | 2019]
- Global Bronze Medal; Top 7%
- Develop algorithms to diagnose and segment pneumothorax from chest radiographic images.

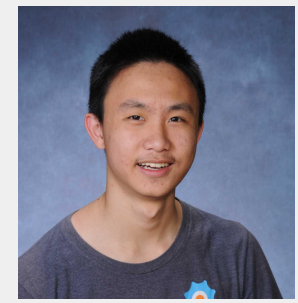
Data Modeling: Instant Gratification
[ML | 2 months | 2019]
- Top 16% (Best Submission Top 6%, 109th, Bronze Medal Range)
- Modeling binary data on broken USB hard drives

[Weekly Projects in sub-fields of AI]
[AI | each around 1 week]
- NN: Predicting the Usage of Shared Bikes
- CNN: Detecting and Classifying Dogs
- GAN: Generating Faces
- RNN: Generating TV Scripts
- RNN: Chinese Text Segmentation
- RL: Teaching Drones to Fly
- RL: Reinforcement Learning for Robotics

[Kaggle Achievements] for Data Science

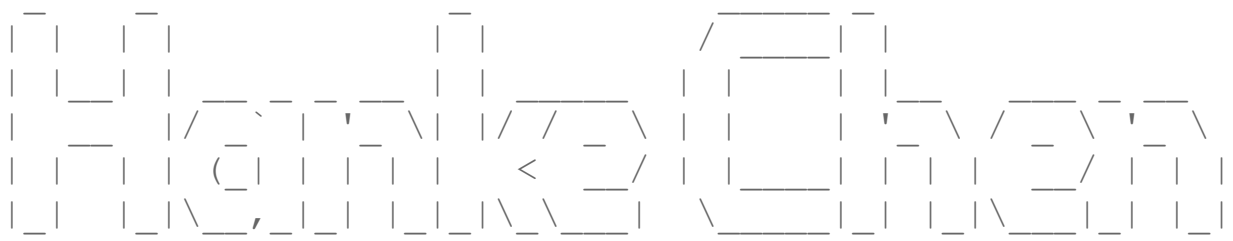
- Obtained **"Discussion Expert" Title**
- Global Ranked **299/110,600 (0.269%)** among other datascientists
- **2 Gold + 5 Silver + 43 Bronze** Discussion Medal
- **1 Bronze** Competition Medal; **3 Bronze** Kernal Medal;

Other Skills



Fluent Programing Language: Java, Python, SQL
AI Tools: Linux(Ubuntu), OpenCV, Pytorch, Keras, Tensorflow, Pandas, Numpy
Engineering: Android, Arduino, Raspberry Pi, CAD
Website Language & Framework: html, css, Ruby, Javascript, Jekyll, Laravel

Language: Chinese (native) | English (fluent, TOEFL 111)
Art: Watercolor, Sketch, Printmaking, Kinematic Chains
Design: Mechanical Design, Game Design, UI Design, Video & Animation Making



- How romantic it is to learn things with my AI models on weekends.