

# Xxxxxxx Xxx

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Peking University, Haidian District, Beijing 100871, China

## EDUCATION

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### Peking University

M.S. in Peking University, Institute of Network, GPA:xx(100)

*September 2016 - present*

### Peking University

B.S. in Peking University, Department of Computer Science

*September 2012 - June 2016*

· Total GPA: xx/4.00 Major GPA: xx/4.00

### Edinburgh University

Visiting Scholar in School of Informatics

*June 2015 - September 2015*

## HONORS / AWARDS

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### NOI – First Prize

*July 2011*

### ACM/ACPC Tianjin regional competition – Second Prize

*September 2012*

### Second Prize in ACM Programming Contest (on campus)

*May 2013*

### Third Prize in ACM Programming Contest (on campus)

*May 2014*

### Winner in Peking University AI Against Competition

*June 2015*

### Runner-up in SIGMOD2017 Programming Contest

*March 2017*

### 54-Youth Scholarship

*2014*

## WORKING EXPERIENCE

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### Microsoft STC Asia

*September 2017 - February 2018*

*Internship, Department of Xiaoice*

*Responsible for exploring new features in QA process and some other system coding tasks in C#.*

- Implementation of CNN network in C# which 2 times faster than original version under Intel-MKL Library and 40 times faster than original version under memory cache.
- Finding a new approach to get the matched sentence in an article with its comment.
- Implementing some pipelines deal with databases and Elasticsearch servers.

### Bytedance Inc. Beijing

*June 2017 - August 2017*

*Internship, Department of AI-Lab*

*Responsible for maintaining the server side of video deduplication under Thrift-Framework in C++.*

- Add other features in video deduplication process, such as deep-learning feature, orb feature and k-means based feature.
- Implementation of a web page tool to label the videos manually.
- Tasks of data processing.

### Megvii Inc. Beijing

*March 2016 - September 2016*

*Internship, Team of Text Recognition*

*Responsible for maintaining the pipeline of using the model to recognize all characters of a picture in C++.*

- Implementation of minAreaRect with C++.
- Implementation of text in lines with minimum-cost flow.
- Responsible for adjusting pipeline according to different models, and displaying demo on website.

## PROJECTS / RESEARCH EXPERIENCE

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### Automatic Hyperparameter Tuning

*December 2017 - January 2018*

*Implementation of a robust Bayesian Optimization framework written in Java. About 2000 lines.*

*Github: <https://github.com/xxxxxxx>*

- Model: Gaussian Process.
- Maximizer: Random Sampling.

- Acquisition Function: EI, LCB, GP-UCB

### **SIGMOD 2017 Programming Contest**

*January 2017 – March 2017*

*2-people Semi-final Rank(1/40). Final Rank(2/40)*

*Given the n-grams, documents and many remove and add operations, the task is finding all n-grams in each document. The contest is ranked by time.*

- Using Hash Table and Trie to make index.
- Achieving complete parallel to insert, delete and query operations.
- Codes: about 3000 lines in C++.

### **Alibaba Big Data Contest**

*October 2016 - December 2016*

*Prediction of offline o2o coupon tickets using Ranking in preliminary(1/1500). Ranking in semi-final(19/1500)*

*Three-people team, responsible for the choice of features and models, data cleaning, etc.*

- Learning Ali Shujia in semi-final, writing MR process to extract features with java.
- The model of LR, Random Forest, GBDT and fusion of various models are tried.
- Temporal features were added and AUC raised by 1%.

### **3D Online Mobile Game**

*July 2016 – August 2016*

*Independent development*

*A MOBA game on Android, each game supports the maximum of 4 people battling together. The game supports players combating according to capability level, provides user login system, and stores personal information in the server.*

- The game logic part uses the Unity3D engine with C#.
- Server side is rented Ali Cloud Server, using Django framework written, Apache deployment.
- Codes: about 7000 lines.

### **Java Comment Matchment**

*July 2015 – August 2015*

*Exchanging project to Edinburgh University 2 months*

*Using deep learning to match java code blocks and comment blocks with professor Charles Sutton. The ultimate goal is to achieve code completion automatically*

- The dataset is the java project on Github.
- Writing java tokenizer to extract java code token, separating code blocks and comment blocks.
- Making training data: experimenting various rules to match the code blocks with the comment blocks.

## **SKILLS**

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- Programming language: proficient in C/C++, C#, java and python, having knowledge of shell, matlab and some functional programming languages like scala and scheme
- Big data: Familiar with Hadoop and Spark.
- Machine learning: proficient in numpy, matplotlib, sklearn and xgboost, having knowledge of pandas and tensorflow

## **OTHERS**

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- Maths Level: A and A+ in Mathematic Analysis, Advanced Algebra, Discrete Mathematics.
- English Level: CET-6.
- GitHub: <https://github.com/xxxxxxx>