ZILONG LYU

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Seeking Internship in Summer 2019

EDUCATION

Georgia Institute of Technology Aug. 2018 - May 2020
M.S. in Computer and Information Sciences
Courses attending: Database, Network, Computer Vision

Tsinghua University Aug. 2014 - July 2018
B.S. in Electronic Engineering (GPA: 87.3/100)
Courses: Data Structures & Algorithms, C/C++ Programming, Object-Oriented Programming

SKILLS

Programming Languages C/C++, Java, C#, Matlab, Python

EXPERIENCE

Microsoft STCA (Relevance & News Group) June 2017 - Sept. 2017
Classification of Polyphony Characters *Software Engineer Intern*

· Went through labeled sets to find out wrongly labeled samples.
· Used C# to build an annotation tool with UI for further labeling.
· Applied Active Learning to train a new CRF classification model with 17% less error.

Delft University of Technology (DiCarlo Lab) Nov. 2016 - Feb. 2017
Electromagnetic Simulation

· Used CST to simulate the performance and parameters of a newly designed waveguide.
· Used Matlab to implement a new algorithm to support arbitrary shapes.

PROJECTS

IEEE1588 Clock Synchronization Feb. 2018 - June 2018
Develop software to support clock synchronization based on IEEE1588 protocol

· Used UDP sockets to support multicasting within network.
· Used C++ to implement state machines to support clock synchronization.
· Completed RTP stream transmission without time drift.

Greedy Snake June 2016
Programmed with Java to write a game of greedy snake.

· Used Java APIs to create a game with graphical interfaces.
· Used Socket and Server-Client Model to enable multiplayers.

Facial Gesture Recognition May 2016 - June 2016
Used Matlab to design a classifier to distinguish human faces at different angles in images.

· Applied PCA to reduce dimension of feature space to 300.
· Applied SVM to train a classification model with 95% accuracy on each class.

Processor Design June 2016 - July 2016
Implemented a basic processor on FPGA with frequency 70MHz.

· Used Verilog to construct a CPU with fundamental functions.
· Used assembly to build a basic operating system which can run simple programs.