LUXIN ZHANG

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EDUCATION

Duke University   **Aug 2021 – Dec 2023(Expected)**
Master's Degree - Electrical and Computer Engineering   *Durham, NC*
- Teacher Assistant: **MATH105, STAS303** – Fall 2021

Stony Brook University   **Aug 2018 – May 2021**
Applied Mathematics and Statistics - Magna Cum Laude Honor   *Stony Brook, NY*
- Dean's List with **GPA of 3.84**: Spring 2019 - Summer 2021
- Teacher Assistant: **ECO320, AMS301** – Spring 2021

TECHNICAL SKILLS

Programming Languages: Java, C++, Python, C, R, Axure, Tableau, JavaFX, HTML5, CSS3, JavaScript, SQL
Developer Tools: VS Code, IntelliJ Idea, Git, Gitlab, MongoDB
Related Courses: Data Structures Algorithms, AI and Game Theory, Numerical Analysis, Econometrics

EXPERIENCE

Vivo Communication Technology Co. Ltd.   **Mar 2022 – Jul 2022**
Software Development Engineer(Intern) - openCV, Python   *Shenzhen, China*
- Optimized the image sharpness algorithm; increased the accuracy of sharpness evaluation **(63% to 82%)**
- Developed and implemented an Image Processing algorithm using the HED edge extraction, using such as **Yolo5, and 68-point face extraction model** algorithms to accurately assess the noise level in images
- Coded in Python for automatic software testing, which saves **2 man-hours/week** to examine the online platform

Suzhou Shengjing Information Technology Co. Ltd   **Dec 2021 – Feb 2022**
Software Development Engineer(Intern) - Java, Axure   *Suzhou, China*
- Used **Ruoyi Frame in Java** to build up the mobile frame for the Marketing Support Platform
- Designed the home page using **Axure** for the Marketing Support Platform, including the logic for the search bar on Mobile and Desktop
- Was chosen to conceptualize, create, and present a Gantt chart timeline for the entire project

Tik Tok   **May 2021 – Jul 2021**
Data Analyst and Operation(Intern) - R, Tableau, Data Visualization   *Beijing, China*
- Increased efficiency of the CQC department's data analysis process **from one day to one minute**
- Built up an **information-based platform** for the Learning System of Bytedance
- Analyzed and visualized more than 30,000 pieces of data on learning systems using **Tableau**, connected 10+ cities, and **provided evidence-based recommendations**

PROJECTS

RISC Game | Java, JavaFX, Axure, CICD, Gitlab   **Feb 2023 - Mar 2023**
- Structured the **microservice-based architecture** for the whole programming and tested each part with JUint
- Deployed the **Network Game** including one server and multiple clients project using **CICD** and do the automated test using **JUint** on gitlab
- Stored the game data into **MongoDB(NoSQL Database)** to make sure the consistency of the game and realize the recovery game when the server disconnects at any time
- Practiced **source code version control** on GitLab, used issues, feature branches, pull requests, and code reviews

Personal Website | HTML5, CSS3, JavaScript   **Feb 2023 - Mar 2023**
- Hosted a responsive portfolio website from scratch, incorporating modern web technologies and design principles
- Utilized HTML5, CSS3, JavaScript, Bootstrap, and design systems based on Bootstrap to create a responsive and visually appealing website

Database Program | SQL, Postgres, C++, Linux   **Feb 2023 - Mar 2023**
- Built a **PostgreSQL Database** with the **relation schemas** (tables) of the database and the database values
- Designed a game to pass potato between **multiple clients** and the client to server

LEADERSHIP

Reading is Fun Club 🔗   **Aug 2019 - Jul 2021**
Vice President   *Long Island, NY*
- Interviewed more than **70 native English speaker mentors** for the club
- Communicated with the campus library and book store to mail the books overseas and **led 80+ club members** to read books, watch movies and organize book voting activities
- Organized the club to participate in **"One Book, One New York,"** a large-scale book-sharing activity in New York City