

LUXIN ZHANG

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EDUCATION

Duke University

Master's Degree - Electrical and Computer Engineering

Aug 2021 – Dec 2023(Expected)

Durham, NC

Stony Brook University

Applied Mathematics and Statistics - Magna Cum Laude Honor

Aug 2018 – May 2021

Stony Brook, NY

- Dean's List with **GPA of 3.84**: Spring 2019 - Summer 2021

TECHNICAL SKILLS

Programming Languages: Java, C++, Python, C, R, Axure, Tableau, JavaFX

Developer Tools: VS Code, IntelliJ Idea, Git, Gitlab

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. The algorithm achieved a detection rate of over 80% for clarity caused by cameras
- 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, MongoDB, Axure, CICD, Gitlab

Feb 2023 - Mar 2023

- Deployed the project using **CICD** and do the automated test on gitlab
- Built up the **Network Game** including one server and multiple clients
- Stored the game data into **MongoDB** and realize the recovery game

Battleship Game | Java, Gradle, JUnit

Jan 2022 - Feb 2022

- Used **Abstract Factory Pattern** to create the objects and applied the **Chain of Responsibility Pattern** to handle the error cases
- Implemented a battleship game with **advanced moving** features and **sonar scan**
- Realized Human-Computer game, Human-Human Game, and Computer-Computer Game

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