

# LUYAO ZHOU

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## OBJECTIVE

Summer 2017 internship in the field of Computer Software Engineering

## EDUCATION

**University of Virginia**, Charlottesville, VA GPA: 4.0/4.0

*Master of Science, Computer Science, Expected December 2017*

Selected Coursework: Machine Learning, Computer Vision Recognition, Deep Learning in Computer Graphics, Design and Analysis of Algorithms

**University of California San Diego**, La Jolla, CA GPA: 3.2/4.0

*Bachelor of Science, Electrical Computer Engineering, September 2015*

Selected Coursework: Object-oriented Programming, Advanced Data Structures, Algorithms Design and Analysis, Software Engineering, Server-side Web App, Computer Graphics

## COMPUTER SKILLS

**Programming Language:** Java, Python, C++, SQL, HTML, CSS, MATLAB, C, JavaScript, PHP

**Frameworks and tools:** Git, Torch/LuaJIT, Scikit-Learn, TensorFlow, OpenGL, Android Studio, MVC

## EXPERIENCE & PROJECTS

### Office Activities Analysis (Computer Vision, Deep learning)

*University of Virginia, Fall 2016*

- Created a human office activities database containing over 10000 images
- Trained Convolutional Neural Networks to make sense of office videos using Torch/Lua
- Achieved an accuracy of 70% (best 96.7%) on recognizing videos of human office activities
- Compared and analyzed results using different CNNs

### Turn Photo into Art (Computer Graphics, Deep Learning)

*University of Virginia, Fall 2016*

- Re-implemented paper *Image Style Transfer Using Convolutional Neural Networks* in Torch
- Modified VGG-19 neural network to transfer photo into artworks using the style of great artists
- Created a new feature that transfer photo using multiple art works' style

### MiSnap on Google Glass (Mobile App Development)

*Mitek Systems, Spring 2015*

- Refactored MiSnap SDK and built an Android App to support Google Glass
- Implemented touchless mobile ID document verification app
- Obtained presentation skills, verbal communication skills, and project management skills

### 3D Computer Graphic Project (Computer Graphics, Object-oriented)

*University of California San Diego, Fall 2015*

- Created a 3D Computer Graphic Project using OpenGL and C++
- Embedded Rasterization, Culling, Procedural Modeling, Bezier Surfaces, Collision Detection, Particle effects in a complex 3D scene

### Analytic Web Application

*University of California San Diego, Spring 2015*

- Created a data-driven dynamic online web application using JSP and PostgreSQL
- Designed a MVC web app and organized data architecture for online performance analytics

### Retail Banking Account Management (Software Engineering)

*University of California San Diego, Fall 2014*

- Implemented a Retail Banking Account Management application using PHP
- Applied agile software development & design patterns in the product
- Worked as different roles (team lead, business analyst, architect, project manager, developer, tester) to contribute to the project through each iteration

### UCSD CSE21 Tutor

*University of California San Diego, Summer 2014*