

# Meng Du

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<https://metad.github.io/mengdu/>



## EDUCATION

### University of Michigan, Ann Arbor

Sep. 2013 – Dec. 2015

Bachelor of Science (with Honors)

GPA 3.5/4.0

Major in *Computer Science* and *Biopsychology, Cognition, Neuroscience (BCN)*

### Beijing Normal University (Transferred)

Sep. 2010 – July 2012

School of Psychology

GPA 85/100

### Studied Abroad at the Univ. of Minnesota (Twin Cities)

Sep. 2012 – May 2013

2012 Fall Study Abroad Foundation Scholarship recipient

GPA 4.0/4.0

## COURSE HIGHLIGHTS

Adv. Object-Oriented Programming

Operation Systems

Computer Security

Machine Learning

Artificial Intelligence

Theory of Neural Computation

Data Mining

## EXPERIENCE

### Research Associate

UCLA

July 2016 – Present

- Developing Python and web (HTML/CSS/JavaScript/Firebase) tools for behavioral and neuroimaging data collection.
- Analyzing and visualizing data with term-based meta-analyses, reinforcement learning models, multivariate pattern analysis, etc. Developing a few tools to simplify the processes, and a GUI for advanced NeuroSynth-based meta-analysis.
- Leading or helping with other aspects of research: designing studies, presenting at conferences, writing, mentoring, etc.

### Research Assistant

Princeton University

June 2016 – July 2016

- Built websites for two online behavioral studies with HTML/CSS/JavaScript and Firebase, which allowed participants to complete a timed decision-making task and an emotion drawing task.

### Undergraduate Research Assistant

Univ. of Michigan

Sep. 2013 – Aug. 2016

- Developed a multi-threaded Python plugin, which allowed two or more eye trackers to share eye movement data remotely using TCP sockets, so participants in an experiment can see each other's eye positions in real time.
- Coordinated with researchers in Singapore and US on a large-scale research on gene and cultural difference. Designed and built a website to collection social network drawings online, and analyzed the behavioral and genetic data.

### Software Engineering Intern

LiveRamp (acquired by Acxiom Co.)

May 2015 – Aug. 2015

- Developed cross-team APIs for the Java backend with the Apache Thrift framework, and improved the corresponding Ruby-on-Rails frontend to use the APIs for higher usability and better error-checking.
- Investigated code base and wrote bash/Java Cascading scripts to automatically diagnose errors in Hadoop workflows.
- Built a chrome extension for easy knowledge base access, which won the best hackathon project for people.

### Software Engineering Intern

Deque Systems, Inc.

Jan. 2015 – Apr. 2015

- Assisted with the developing and testing of an XCode plugin to help developers create iOS apps with better accessibility.
- Developed test cases for an instructional iOS app "Accessibility 101" and helped maintain its documentation.

### Freelance Software Developer

May. 2014 – Mar. 2016

- Designed a professional networking website for artists with a start-up team. Developed the frontend framework in AngularJS, and managed its communications with the Spring backend in REST API.
- Implemented and tested a hybrid mobile application using AngularJS, Ionic and Cordova.
- Developed 2 Android apps with a team, to 1) helps people crowd-source the decisions they cannot make, 2) recognize texts and automatically parse events from photos of flyers to organized calendar events

### Programmer

Univ. of Michigan Information and Technology Services

May. 2014 – Dec. 2014

- Accelerated automatic software deployment with Windows command line and PowerShell scripts.
- Collaborated with the Windows team on applications testing, trouble-shooting and system administration.

## SKILLS

- Advanced skills in C/C++, Python, HTML/CSS/JavaScript, Java, bash scripts, R. Intermediate skills in MATLAB, relational databases, Objective-C, Ruby on Rails, etc. Familiar with object-oriented programming and design patterns.
- Familiar with development on high performance clusters, Linux/Unix, Windows and Android systems.