Chenjie Wu

(408) 409 - 4578 • wu.chenj@northeastern.edu • suiboli314.github.io

Education

Master of Science, Computer Science

Northeastern University, **Khoury College of Computer Sciences,** Silicon Valley — Expected May 2023

- Artificial Intelligence, Computer Vision, Machine Learning, Web Dev

Bachelor of Science, Computer Science

Rutgers, the State University of New Jersey, New Brunswick, NJ — May 2019

- Computer Graphics, Game Science, Computer Security, Internet

Professional Experience

Game Development & Machine Learning Intern — May 2022 – Present

HireBeat Inc. , Jersey City, NJ

- Developed mock interview app with WebRTC real-time voice chat and Photon in Unity
- Integrated online resume scoring and deployed Unity WebGL app on Digital Ocean

Teaching Assistant — Jan 2022 – May 2022

Northeastern University, San Jose, CA

- Led weekly recitation section for 22 students, held office hours, and graded exams, assignments, and practices
- Assisted instructors in class and collaborated with other TAs for group practice in C language and data structure

Software Development Engineer — Dec 2019 - Aug 2021

Wiserun Information System Co., Ltd., Shanghai

- Led Unity3D WebGL-based project for virtual educational laboratory simulation while leading design efforts of 5 persons, and constructed a Directed Acyclic Graph evaluation system for online educational simulation service
- Reported WebGL build-framework bug, investigated building code, and contributed to fix building bug
- Built a real-time client-customizable tasks evaluation system for leveraging Addressable Asset System

Software Development Engineer Internship — Jun 2018 - Jul 2018

Westwell Lab Information and Technology Co., Ltd., Shanghai

- Applied optical character recognition technique to identify vehicle number plate, led to 93% accuracy
- Accomplished ant-colony-optimization to explore Vehicle Routing Problem with Time Windows

Academic Projects

CBIR, Real-time 2D Recognition, Augment Reality, Deep Learning — Jan 2022 - May 2022

- Created application for 2D recognition invariant to translation, scale, and rotation with 97.5% accuracy, and implemented Content-based Image Retrieval (CBIR) based on combination of 4 kinds of histograms (C++)
- Developed an Augment Reality (AR) application to calibrating cameras, and to project 3D axes and virtual objects, integrating with OpenGL and compatible with chessboard and ChArUco board (C++)
- Accomplished recognition application by using customized deep learning network in PyTorch with 98% accuracy, and created embedded space of truncated network for different data (Python)

I-SEE-U Games (C#, Unity) — Sep 2018 - Jan 2019

- Proposed and devised Turn-based adversarial navigation AIs in an informed but partially observable grid maze, based on reinforcement learning and curriculum learning
- Published research report according to the AI game: iseeugames.wordpress.com

Robot Path Planning with Digital Recognition (C++, python) — Aug 2018 - Sep 2018

- Integrated three normal neutral layers and two more convolutional max pooling layers in Neural Networks
- Implemented A* informed search, with SoftMax regression as digital recognition model and cross entropy loss as reward function, to navigate robots with 98% success in finding optimal path

Technical Skills

- Programming Languages: Java, Python, C, C++, C#, JavaScript, SQL, Shell Scripts
- Experience in AI Design, PyTorch, OpenCV, Deep Learning, Reinforcement Learning