

Yancheng ZHU(朱彦丞)



<https://newnoobbird.github.io/>

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EDUCATION

Beijing Normal University

Beijing, China

B.cs. in Computer Science and Technology

Sep, 2014 – Jun, 2019 (*Expected*)

- GPA: 86.6/100
- Core Course: Algorithm Design and Analysis, Data Structure, Operating System, Data Visualization

The Hong Kong Polytechnic University

Hong Kong, China

Exchange Student in Department of Computing

Jan, 2017 – May, 2017

- Core Course: Big Data Analytics, Biometrics Authentication, Computer Networking, IT Entrepreneurship

MOOC (Coursera)

Online

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|----------------------|------------------------------|------|
| ● “Machine Learning” | Dr. Andrew Ng (Score: 98.4%) | 2016 |
| ● “Model thinking” | Dr. Scott Page | 2016 |

RESEARCH EXPERIENCES

Research on Named Entity Recognition Methods in Terrorism Text

Beijing, China

Directed by Prof. Rongfang Bie, BNU

Apr, 2018 – Jul, 2018

- Put forward a method by concatenating the character-level and word-level's Recurrent Neural Network and Convolutional Neural Network to optimize the Named Entity Recognition Algorithm.
- Automatically extract the named entities from terror-related texts with LTP to build lists.

Youdao.Netease Inc.

Beijing, China

Machine Translation Group, Intern

Jan, 2018 – Apr, 2018

- Advanced English Writing Grammar Correction program with 2016 AESW task with deep learning.
- Crawl papers and download target topic arXiv paper with multi-threading crawler.

Research Assistant Intern

Lab for computational Intelligence@UBC, Canada

Directed by Prof. David Poole and Dr. Matthew, University of British Columbia

Jun, 2017 – Sep, 2017

- Find patterns and data mining in rocks with SAM (Spectral Angle Mapping) algorithm and Auto-WEKA software.

The Hong Kong Polytechnic University

NLP Lab@PolyU, HK

Directed by Prof. Lu Qin, PolyU

Jan, 2017 – May, 2017

- Sentiment Analysis with short text in barrage on Bilibili and Calculate barrage similarity with LDA Model.

Beijing College Student's Innovative Project

Beijing, China

“BRAINSTORMING” APP IOS-Version development

Apr, 2015 – May, 2016

- “Story extendibility” small game for children.
- Used Swift 2.1 and Node.JS to complete the development of the front-page and the back-end database respectively.

