Owen Qian

University of Waterloo | Computer Engineering 2015 - 2020

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OVERVIEW

Languages and Experience

Java

 Created database program with GUI in NetBeans

C/C++

 Image processing with OpenCV

Machine Learning

Taking Stanford's online machine learning course

MATLAB

Python

HTML/CSS

Development Tools

Git/Github

NetBeans

Eclipse

Vim

Achievements

1st place in 2016 Canadian University Chess Championships (CUCC)

PennApps XIII Winner

2360 overall SAT score 800 math, 800 writing, 760 CR

Interests

Chess – it's as much a creative effort as an analytical one!

Traveling – never a boring adventure!

PROJECTS

Bricked | Poker AI (in progress)

- Completed hand strength evaluator with Monte Carlo analysis
- Implemented opponent modeling and shifting of hand probabilties based on opponent actions
- Researched into decision making algorithmns for games of imperfect information



Live Free | Neural Network Glucose Predictor

- Wrote neural network predicting diabetic patient glucose levels with 91% accuracy
- PennApps XIII best predictive algorithm using stochastic, random-batch gradient descent



Step Up | Android Pedometer

- Calculates displacement after 35 steps to within **1 m** by interpreting accelerometer readings
- Created pedometer accurate to within 2 steps using finite-state machines

Robot Racing | Competitive Design Team

- Prototyped light detection algorithm in MATLAB then ported over to C++ for faster runtime with *OpenCV* library
- Developed algorithm to isolate traffic light and detect change from red to green light using hsv filters and colour channel manipulation

Employee Database

- Created responsive GUI in NetBeans for easily accessing and modifying employee info
- Implemented hash tables and linked lists for quick lookup and easy data storage
- Modeled similar classes of part/full-time employee with subclasses and inheritance



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Bachelor of Applied Science Expected June 2020