Peizhi Yan (颜培郅)

Computer Science Master Student (Thesis) | Graduate Assistant
Lakehead University 955 Oliver Rd, Thunder Bay, ON, P7B 5E1

2018-2019 Vector Institute Scholarship in Artificial Intelligence Recipient: link

Phone (Canada): +1 (705)-943-0919
Phone (China): +86 183-6976-6918
Email: yanpeizhi2008@yahoo.com or pyan@lakeheadu.ca
Personal homepage: https://peizhiyan.github.io/
Google Scholar homepage: https://scholar.google.ca/citations?user=TB-Ur1cAAAAJ&hl=en&oi=sra
LinkedIn: https://www.linkedin.com/in/peizhi-yan/

EDUCATION

- **Lakehead University**, Thunder Bay, Ontario, Canada — *Master of Science Student in Computer Science* 2018-present
- **Algoma University**, Sault Ste. Marie, Ontario, Canada — *Bachelor of Science in Computer Science (Hons., Cum Laude)* 2016-2018
- **University of Jinan**, Jinan, Shandong, China — *Undergraduate Student in Computer Science* 2014-2016 (transferred to Algoma University in 2016)

TEACHING EXPERIENCE

- *Deep Learning (2019 Spring)*
  Guest Lecturer, Lakehead University graduate student course, 59 students
- *Optimization Method (2019 Spring)*
  Guest Lecturer, Lakehead University graduate student course, 19 students
- *Assembly Language (2019 Winter)*
  Lab Course Instructor, Lakehead University undergraduate student course, 38 students
- *Data Base Management Systems (2018 Fall)*
  Lab Course Instructor, Lakehead University undergraduate student course, 25 students

ACADEMIC EXPERIENCE

- **Reviewer**, IEEE Transactions on Circuits and Systems for Video Technology. (2019)
- **Graduate assistant**, Lakehead University (2018-present)
- **Research assistant** (on artificial neural networks) at Brain Computer Interface lab, Algoma University, Canada (2017-2018)
- **Vice-minister** of Software Department of Turing Computer Association, University of Jinan, China (2015-2016)

TECHNICAL SKILLS

- **Programming languages:** Java, Python, C++, C, Swift, JavaScript, HTML5, PHP
- **Operating Systems:** Unix/Unix-like OS, Windows, iOS and Android development
- **Open Source Libraries:** OpenCV (Python), Tensorflow (Python), SciPy.org libraries
- **Database Systems:** MySQL, Firebase

DOMAIN KNOWLEDGE

- Computer Vision and Image Analysis
- Machine Learning, Artificial Neural Networks and Deep Learning
- Big Data Analysis
- Algorithm Design
- Object-Oriented Programming and Object-Oriented Design

PUBLICATIONS

Published:

- **Peizhi Yan**, Salimur Choudhury, & Ruizhong Wei, (2019). A Distributed Graph-Based Dense RFID Readers Arrangement Algorithm. *IEEE International Conference on Communications (ICC): Mobile and Wireless Networks Symposium*, May 20-24, 2019, Shanghai, China.
- **Peizhi Yan**, & Yi Feng, (2018). Using Convolution and Deep Learning in Gomoku Game Artificial Intelligence. *Modern Physics Letters* A 28, no. 03 (2018): 1850011.
- **Peizhi Yan**, & Yi Feng, (2018). A Hybrid Gomoku Deep Learning Artificial Intelligence. *Artificial Intelligence and Cloud Computing Conference*, Dec 21-23, 2018, Tokyo, Japan. (ISBN: 978-1-4503-6623-6)

AWARDS AND HONORS

- **Vector Scholarships in Artificial Intelligence (VSAI)** by Vector Institute, $17,500 (CAD), 2018-2019
- **Graduate Assistantship** (Lakehead University), 2018-2019
- **Faculty Research Award** (Lakehead University faculty of Computer Science), 2018
- **Lakehead University Entrance Award**, 2018
- **Lakehead University International Entrance Award**, 2018
- **Faculty of Science and Environmental Studies Entrance Award** (Lakehead University), 2018
- **Graduated Cum Laude** (Algoma University, Bachelor of Science) with last two years' GPA 4.0, 2018

PROJECTS

- A Tensorflow (r1.13) implementation of Extreme Learning Autoencoder (open source)
- **Utilizing Twitter Data Analysis and Deep Learning to Identify Drug Use** (in progress)
- **Deep Learning Portrait Mode Photo Generator** (2018) (https://peizhiyan.github.io/portrait_mode.html)
- **Distributed Dense RFID Readers Arrangement Algorithm** (2018)
- **Convolution-Based Gomoku Game Evaluation Algorithm** (2018) (https://peizhiyan.github.io/conv_gomoku.html)
- Undergraduate Thesis Project: **Using Machine Learning in Gomoku Game** (2017-2018)

INTERESTS

- Artificial Intelligence, Artificial Neural Networks, Oil Painting, Reading