## 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: +1 705-943-0919 (Canada) or +86 183-6976-6918 (China)

Email: yanpeizhi2008@yahoo.com or pyan@lakeheadu.ca

Personal homepage: <a href="https://peizhiyan.github.io/">https://peizhiyan.github.io/</a> LinkedIn: <a href="https://www.linkedin.com/in/peizhi-yan/">https://www.linkedin.com/in/peizhi-yan/</a>

Google Scholar homepage: <a href="https://scholar.google.ca/citations?user=TB-">https://scholar.google.ca/citations?user=TB-</a>

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"The present is theirs; the future, for which I really worked, is mine." — **Nikola Tesla** 

#### 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: Python, Java, C++, C, JavaScript, HTML5
- Operating Systems: Unix/Unix-like OS, Windows, iOS and Android development
- Open Source Libraries: OpenCV, Tensorflow, SciPy, Gurobi
- Others: LATEX, MySQL, Firebase

### Domain Knowledge

- Computer vision and digital image/video processing
- Big data analysis, machine learning, artificial neural networks and deep learning
- Solving optimization problems with Gurobi optimizer
- Object-oriented programming and object-oriented design

#### **Publications**

- 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)
  (<a href="https://peizhiyan.github.io/portrait\_mode.html">https://peizhiyan.github.io/portrait\_mode.html</a>)
- Distributed Dense RFID Readers Arrangement Algorithm (2018)
- Convolution-Based Gomoku Game Evaluation Algorithm (2018)
  (<a href="https://peizhiyan.github.io/conv\_gomoku.html">https://peizhiyan.github.io/conv\_gomoku.html</a>)
- Undergraduate Thesis Project: Using Machine Learning in Gomoku Game (2017-2018)

#### Other Interests

- Oil Painting
- Reading