Zhen Qiao

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EDUCATION

Master of Computer Science Dec. 2018 (Expected)

University of California, Irvine (GPA: 3.70 / 4.00)

Bachelor of Science in Mechatronics Engineering Jun. 2017

Harbin Institute of Technology (GPA: 3.70 / 4.00), *Top Scholarship, Honored Graduate*

SKILLS

Languages	J2EE C/C++ SQL JavaScript (ES6) HTML CSS MATLAB Python
Frameworks	React Redux Node.js Express Spring Spring MVC Mybatis BootStrap3 Tensorflow
Tools	Linux MongoDB Redis Tomcat MySQL Maven Git Unity3D Arduino AWS

EXPERIENCE

Software Engineer Intern, Ardent Academy Irvine, U.S. Oct. 2017 ~ Now

Recruitment Mobile App (React, React-Router, Redux, Node.js, Express, Socket.io, MongoDB)

Github: https://github.com/QiaoZhennn/RecruitmentApp Online demo: http://13.56.67.69:9093/login

- Constructed a modern full-stack architecture based on React, Node.js and npm
- Implemented user register and login using Google OAuth API
- Developed user profile, using React-Router to handle page jumps and using Redux to manage states of components
- Implemented instant messaging system using Socket.io and Axios
- Tested performances of all requests by Chrome DevTools, analyzed and optimized code, deployed on AWS EC2

Software Engineer Intern, Shangguigu Beijing, China May 2017 ~ Sep. 2017

Online Shopping Website (Java, Spring, Spring MVC, Mybatis, MySQL, Redis, CXF, Solr)

Github: https://github.com/QiaoZhennn/ECommerce

- Designed an interactive web page utilizing AJAX technology and BootStrap3 CSS framework
- Created robust Java servlets based on SSM framework with RESTful APIs to handle HTTP requests and responses
- Designed MySQL data models, used Redis to handle high concurrency and improve data extraction performance
- Design algorithms for multi data source switch, products classification and order, inventory update etc
- Implemented products search function using Solr enable customers search product at the searching box
- Deployed server side to Amazon EC2 which can handle 150 queries per second tested by Apache JMeter

Algorithm Engineer Intern, Hangzhou AIMS Co., Ltd Hangzhou, China Dec. 2016 ~ May 2017

Bearing Failure Prediction Based On Machine Learning (MATLAB)

- Developed algorithms for engineers to predict bearing's failure time based on labeled data via MATLAB
- Preprocessed data set by data cleaning, categorical feature transformation, standardization and PCA
- Trained supervised machine learning models include Support Vector Machine, Logistic Regression, kNN and applied regularization with optimal parameters to overcome overfitting
- Evaluated model performance of classification via k-fold cross-validation and confusion matrix

PROJECTS

Pokemon Go Android AR Game (Unity3D)

- Implemented AR feature using Vuforia, which can recognize a specific card and draw a 3D Pikachu on it
- Controlled the movement of Pikachu by gravity sensor of a phone
- Enabled animations and finger gestures using C# scripts