TRACY YU-QING QUAN

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EDUCATION

Computer Science and Technology, Donghua University

Sep 2015- present

GPA: 4.18/5.0; Rank: 1st/52

Core Courses: Data Structures and Algorithms, Operating Systems, Object-oriented programming and Java

Computer Science and Technology, Zhejiang University

Sep 2017- Jun 2018

GPA: 3.83/5.0;

Core Courses: Digital Logic, Computer Network, Database Systems, Computer Graphics, Numerical Analysis

RESEARCH EXPERIENCES

Intelligent Parking Lot Based on Deep Learning | Donghua University | Graduation Design

Dec 2018-present

Advisor: Xiangwu Ding, associate professor at Department of Computer Science and Engineering, DHU

- > Image Processing with OpenCV and use YOLO v3 as the target detection algorithm
- > Optimize test results using image segmentation and image filtering techniques
- Transfer data to the foreground by socket for visualization

Automated Test Input Generation for Android Apps | The Hong Kong University of Science and Technology

Advisor: Shing-Chi Cheung, professor at Department of Computer Science and Engineering, HKUST

Jul 2018-Sep 2018

- Analyzed the advantages and disadvantages of current Android automated test tools
- Calculated the test coverage achieved by Monkey and learn how to provide a meaningful long test sequence.

PROJECT EXPERIENCES

Ball&Bombs APP | Zhejiang University

Jun 2018 - Jul 2018

- An IOS game app based on VR technology
- Users can view the phone screen as a racket for a simple catching game.

MiniSQL | Zhejiang University

May 2018-Jun 2018

- Designed and implemented a multi-user SQL engine (DBMS) MiniSQL
- Used a database access method which makes a comprehensive use of stored procedures and database connection pool.

Pseudo Base Station Analysis | Zhejiang University

Dec 2017-Jan 2018

- Information Visualization Project Based on D3.js
- Analyzed the timestamp and location information of a month's spam message linking with the base station in Beijing and get the pseudo-base station flow rule
- > Detected the pseudo base station's course of action by anchor points fluidity over time. Provided police with suggestions for

Mini-social Platform APP | Zhejiang University

Oct 2017 - Jan 2018

- An Android app where users can publish activities as event planners or participate in activities as interested people
- > Designed for college students and based on real name certification

Game Scenario | Zhejiang University

Nov 2017-Dec 2017

- Implemented a game where players can control the aircraft traveling in space to avoid obstacles under two modes, day and night
- > Used native WebGL based on HTML5; Rendered Obstacles by Blender

LEADERSHIP AND ACTIVITIES

Student Union | Donghua University | Deputy Minister of New Media

Jul 2016 - Jun 2017

Operate new media accounts to promote student events

Social Practice | Donghua University

Jul 2016

- Led students to conduct social research in Hunan for one week, mainly exploring traditional cultures and understanding their current status for protection
- > This social practice activity was rated as an outstanding school project and participated in the municipal appraisal

AWARDS

2016.09 National Scholarship(1st)

2016.09 Excellent student of Donghua University (top 5%)

2017.09 Donghua University Scholarship (top 10%)

2016.09 Donghua University Scholarship (top 10%)

2017.09 Sangma Scholarship (top 5%)

2017.09 Excellent student of Donghua University (top 5%)

SKILLS

Programming Languages: C/C++, HTML/CSS, MySQL, PHP, Java, Python, Matlab

English: Participated in UCSD's ACADEMIC ENGLISH Program in Summer 2017 and got A in Listening and Practice Course.

TOEFL: 91(R26/L21/S19/25)

GRE: 315(Verbal Reasoning 145/170 Quantitative Reasoning 170/170 Analytical Writing 3.0)