

# HANFEI REN

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## EDUCATION

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<b>University of California, Berkeley</b>	<b>Berkeley, CA, USA</b>
Master of Engineering, Electrical Engineering and Computer Science	<b>Expected 05/2019</b>
<b>Zhejiang University</b>	<b>Hangzhou, Zhejiang, China</b>
Bachelor of Engineering, Digital Media Technology ( <i>GPA: 3.89</i> )	<b>09/2014-06/2018</b>
Bachelor of Engineering, Industrial Design ( <i>GPA: 3.93</i> )	<b>09/2014-06/2018</b>
<b>National University of Singapore</b>	<b>Singapore</b>
Study Abroad. Coursework in Computer Science.	<b>01/2017-05/2017</b>

## SKILLS

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**Technologies:** Python, C++, Android, Unity, Matlab, Linux, HTML, CSS, JavaScript, SQL, Qt, Arduino.

**Design:** User Research, Prototyping, Usability Testing.

**Tools:** PhotoShop, Sketch, Rhinoceros, Keyshot, Maya, Trello.

## EXPERIENCE

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<b>R&amp;D Institution, Lingdi Fashion Company, Hangzhou, Zhejiang, China</b>	<b>03/2018-06/2018</b>
AI Research Intern	
<ul style="list-style-type: none"><li>Proposed and implemented image retrieval algorithms for clothing and fabrics with Caffe.</li><li>Designed and developed an intelligent human body measurement system with TensorFlow.</li></ul>	
<b>Cascade Lab, University of Illinois, Urbana-Champaign, IL, USA</b>	<b>07/2017-10/2017</b>
Research Assistant ( <i>Advisor: Prof. Wai-tat Fu</i> )	
<ul style="list-style-type: none"><li>Engaged in developing <i>Cubicle</i>, an adaptive educational gaming platform with multiple game modules to effectively train students' spatial visualization skills.</li><li><b>Publication:</b> Ziang Xiao, Helen C Wauck, Zeya Peng, Hanfei Ren, Lei Zhang, Shiliang Zuo, Yuqi Yao, Wai-tat Fu. 2017. An Adaptive Educational Gaming Platform for Training Spatial Visualization Skills. <i>the 23Rd International Conference on Intelligent User Interfaces (IUI '18)</i></li></ul>	
<b>Department of Computer Science, National University of Singapore, Singapore</b>	<b>01/2017-05/2017</b>
Research Assistant ( <i>Advisor: Prof. Brian Y. Lim</i> )	
<ul style="list-style-type: none"><li>Engaged in developing TasteHealthy, a mobile app for easy logging and recommendation of tasty and healthy food.</li><li>Programmed a RESTful API with Flask for health evaluation and intake recommendation.</li><li>Implemented an advanced function of nutrition value retrieval.</li></ul>	

## PROJECTS

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<b>Selfie Camera and Visual Platform Design</b>	<b>09/2016-04/2017</b>
Industry-University Collaboration Program between CASIO and Zhejiang University	
<ul style="list-style-type: none"><li>Worked with designers from CASIO to design selfie cameras and visual communication platforms.</li><li>Conducted user research, built personas and scenarios, and prototyped the products.</li></ul>	