

HANFEI REN

2116 Allston Way, Apt 212, Berkeley, CA 94704
hanfei_ren@berkeley.edu * 510.944.9658 * www.hanfei.ren
www.linkedin.com/in/hanfeiren/

EDUCATION

University of California, Berkeley, CA, USA	Expected 05/2019
Master of Engineering, Electrical Engineering and Computer Science	
Zhejiang University, Hangzhou, Zhejiang, China	09/2014-06/2018
Bachelor of Engineering, Digital Media Technology (<i>GPA: 3.88</i>)	
Bachelor of Engineering, Industrial Design (<i>GPA: 3.93</i>)	
National University of Singapore, Singapore	01/2017-05/2017
Exchange Student, Computer Science	

EXPERIENCE

R&D Institution, Lingdi Fashion Company, Hangzhou, Zhejiang, China	03/2018-06/2018
<i>AI Research Intern</i>	
<ul style="list-style-type: none">Proposed and implemented image retrieval algorithms for clothing and fabrics based on the integration of different features using OpenCV and Caffe.Designed and developed an intelligent human body measurement system using DNN regressor with TensorFlow.	
Cascade Lab, University of Illinois, Urbana-Champaign, IL, USA	07/2017-09/2017
<i>Research Assistant (Advisor: Prof. Wai-tat Fu)</i>	
<ul style="list-style-type: none">Developed <i>Cubicle</i>, an adaptive educational gaming platform with multiple game modules to effectively train students' spatial visualization skills.Designed, coded and tested 3 out of 8 game modules for different components of spatial visualization with Unity.Recorded players' in-game behavior with high granularity and provided automated, scalable feedback on players' problem-solving strategies.Publication: 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>	

PROJECTS

Tastehealthy - mobile app for easy logging and recommendation of tasty and healthy food	01/2017-05/2017
<i>Department of Computer Science, National University of Singapore, Singapore (Advisor: Prof. Brian Y. Lim)</i>	
<ul style="list-style-type: none">Independently designed and implemented a RESTful API with Flask for health evaluation, intake recommendation and food nutrition retrieval.	
CASIO Industry-University Collaboration Program – selfie camera and visual platform design	09/2016-04/2017
<i>International Design Institue, Zhejiang University, Hangzhou, Zhejiang, China</i>	
<ul style="list-style-type: none">Worked with designers from CASIO to design selfie cameras and visual communication platforms.Conducted user research through analysis on popular selfies and interviews, to determine photo composition and remote communication as key points.Built personas and scenarios for the final products. Made prototypes by Sketch, Rhinoceros and Keyshot.	

SKILLS

Design: Web Design, Mobile Design, Game Design, Interaction Design.
Technologies: Python, C/C++, Android, Unity, Matlab, Linux, HTML, SQL.
Method: User Research, Prototyping, Usability Testing.