Shinny Hu

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PROFILE

- Equipped with a strong background in Mathematics that helps with understanding logics and theories
- Experienced in object-oriented programming and developing
- Quickly learn and master new technologies, passionate about how tech is changing the world

EDUCATION

Tufts University — **Medford, MA, USA**
Master of Science in Computer Science — Expected May 2020
Coursework: Computational Theory, Database System

Shanghai University (GPA: 3.41) — **Shanghai, China**
Bachelor of Science in Applied Mathematics — August 2014 — July 2018
Coursework: C Language and Programming, Computing Lab, Programming Design, Data Structure and Algorithms, Databases Design & Development, Information Theory and Basic Coding

University of Minnesota, Morris (GPA: 3.86) — **Morris, MN, USA**
* Exchange Student Program (Fall, 2016)
Coursework: Computing Systems: Practicum, Artificial Intelligence, Data Analysis

EXPERIENCE

Lenovo (Software Engineer Intern) — **Jan. 2017 Mar. 2017 | Shanghai**
- Assisted in projects for Lenovo HPC & AI Products by applying Docker to build environment for TensorFlow and MXNet
- Built simple neural network training models using TensorFlow
- Conducted linear regressions and neural networks (CNN) training for cross-team engineers

Tufts University (Teaching Assistant for Discrete Mathematics) — **Fall 2018 | Medford, MA**
- Hold weekly office hours to aid students with homework and course materials
- Assisted in-class of review sections and grading exams

PROJECTS

Map Server (September 2018) — **Java**
- Implemented the back-end of a web server where a user can open an html file that displays a map
- Enabled interface that support scrolling, zooming, and route finding (similar to Google Maps)
- Implemented several different algorithms like BFS, DFS and A* search for the route finding method

Brogue-like tile-based game (April 2018) — **Java**
- Created a random 2-D tile-based world consisting of "Walls", "Floors", etc.
- Generated unique world whenever players supply different seeds
- Used rendering to enable player's interaction with the game in real time using keyboard

Movie Recommendation (May 2017) — **Python**
- Used web spider to obtain information from movie-rater websites
- Matched users with similar movie taste and recommended movies
- Clustered different category of movies by looking at word frequencies

TECHNICAL SKILLS

- Programming Languages: C, Java, SQL, Python, HTML / CSS, C++, R
- Software Technologies: Eclipse, IntelliJ IDEA, Matlab, TensorFlow, Git