

# Shinny Hu

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## PROFILE

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- 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

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**Tufts University (GPA: 3.50)** **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

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**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

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**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

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