

# MENGYUAN WANG

320 Huntington Avenue, Boston, MA, 02115  
(857)-930-5269 ◇ wang.mengyua@husky.neu.edu

## EDUCATION

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### Northeastern University, Boston, MA

*Sept 2018 - Present*

Master of Science in Computer Science

Overall GPA: 3.8/4.0

Related Courses: Program Design Paradigms, Introduction to Machine Learning and Pattern Recognition, Fundamentals of Computer Engineering, Special Topics in AI: Deep Learning

### Beijing Information Science and Technology University, Beijing

*Sept 2014 - June 2018*

Bachelor of Engineering in Computer Science and Technology

Overall GPA: 3.5/4.0

Related Courses: Algorithms Analysis and Design, Operating System, Compilation Principles, Computer Network, Principles and Applications of Database, Software Engineering, Artificial Intelligence

## TECHNICAL SKILLS

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### Computer Languages

C/C++, Python, Java, Javascript, HTML5/CSS, MATLAB, Shell

### Software & Tools

QT, LaTeX, Scikit-learn, Tensorflow, Pytorch

## EXPERIENCE

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### Natural Language Processing Lab, Tsinghua University, Beijing

Dec 2016 - June 2017

*Undergraduate Intern*

- Co-built and maintained THU Open Chinese Lexicon(THUOCL), which received 100+ stars on github: developed a Python-based web crawler to collect doamin-specific new words, and achieved data pre-processing with Chinese words segmentation.
- Partipated in LegalAI Project and contributed to event extraction: used CRF model to implement sequence labeling with extending datasets iteratively for legal instruments of different types.

## PROJECTS

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### Google Analytics Customer Revenue Prediction

Nov- Dec 2018

*Final Project of Introduction to Machine Learning*

- Implemented feature engineering according to the dataset: chose time interval, linear grouping and added a user-level revenue. Used ensembled method of XGBoost, Light GBM and CatBoost to improve result, and finally ranked 15% in the Kaggle competition.

### Energy and Performance Aware Task Scheduling in Mobile Cloud Computing Environment

Nov - Dec 2018

*Final Project of Fundamentals of Computer Engineering*

- Implemented modified HEFT algorithm to generate the minimal-delay scheduling as baseline and subsequently optimized energy consumption by migrating tasks among the local cores and the cloud.

### Leaf Classification System

Mar - May 2018

*Undergraduate Thesis*

- Collected, labeled and preprocessed leaf image data of different types for training. Implemented dark channel prior method to remove the haze and optimized with guided filter algorithms.
- Trained SVM algorithm to classify leaves after extracting geometric and textural features and reducing dimensions using PCA. Implemented CNN model with Tensorflow to improve the accuracy.

## **Intelligent Human-Computer Checkers Game**

Mar - May 2017

*Project of Scientific Research Practice*

- Utilized C++ with Qt framework to implement an interactive checkers game program.
- Used alpha-beta pruning search algorithm to identify optimal moves.
- Optimized weightings within AI contextual evaluation functions through Q-learning algorithms.
- Proposed piece status matrix method to optimize the engine strategy selection process.

## **Design of Canteen Information Acquisition System**

Nov 2016 - Mar 2017

*Undergraduate Innovation and Entrepreneurship Program*

- Wrote a Python program on Raspberry Pi for retrieval and upload of sensors data to Yeelink platform.
- Built an Android client to obtain network data, make statistics and visualize the analysis results.
- Implemented the adaptive control algorithm based on neural networks trained by history data.

## **Design and Implementation of Online Examination System**

Sept - Oct 2016

*Final Project of Web Application Practice*

- Designed the online examination system based on C/S model with Unified Modeling Language, and created a relational database using MySQL for the system.
- Used Javascript, HTML5 and CSS3 for front-end development, and achieved the functions of examination for the client and management for the server under Struts2 and Hibernate frameworks.

## **PUBLICATION**

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**Mengyuan Wang**, Chuqiao Chen, Jiamin Wu, Dan Wang. Research on Information Collection System of Canteen Based on Internet of Things, Premiere, 2016, (11).