Chenyue Zhang

zcy2530635279@hotmail.com — (778) 682-8758 — Vancouver, BC, Canada — github.com/Tibeauty

Skills

Video Editing/Animation: Adobe Premiere Pro, After Effects, Live2D
Machine Learning: Web Scraping, AI Model Training, Data Visualization, Statistical Analysis
Office Software: Microsoft, PowerPoint, Excel
Programming Languages: Python, Java, C++
Software: LaTeX, PyTorch
Languages: English, Chinese

Work Experience

Video Editor, Bilibili VTuber Account Remote January 2022 – April 2023

- Edited and published multiple short-form video clips, achieving over 30,000 views on Bilibili.
- Led creative direction for content by integrating livestream highlights with engaging special effects using Adobe Premiere Pro and After Effects, improving viewer engagement and content quality.

Data Analyst (Volunteer), Shanghai Psychiatric Hospital Shanghai, China June 2024 – August 2024

- Assisted medical researchers in locating and reviewing academic papers related to child mental health, using online databases such as google scholar
- Volunteered for over 30 hours to assist children and families dealing with mental health challenges, contributing to emotional well-being through interactive activities and games.

Projects

Hydration Tracking Application Independent Academic Project September 2024 – January 2025

- Developed a Java-based application that tracks water and beverage intake, helping users maintain healthy hydration habits.
- Implemented features such as intake tracking, feedback systems, and an intuitive GUI for easy user interaction.
- Strengthened project management and software engineering skills by planning, developing, and testing the application, ensuring a seamless user experience.

AI Security Project Team Research Project September 2022 – 2023

- Played a key role in developing AI models aimed at preventing cyber-attacks, which involved designing and training a Convolutional Neural Network (CNN) for threat detection.
- Gained experience in extracting relevant security data, filtering and cleaning datasets, and effectively splitting them into training and testing sets.
- Successfully improved the model's accuracy to over 90%, contributing to a research paper published on Google Scholar: https://doi.org/10.54254/2755-2721/6/20230939.

Tennis-Prize Analysis Academic Group Project January 2024 – April 2024

- Collaboratively analyzed tennis players' prize money based on ranking and player characteristics using R.
- Applied linear regression to assess statistical significance, and visualized key insights using ggplot2.
- Utilized Git and GitHub for version control, enabling seamless team collaboration and reproducibility of code in an online environment.

Web Scraping for TV Recommendation Analysis Independent Project March 2025 – May 2025

- Developed a Python-based scraper using the `requests` and `BeautifulSoup` libraries to extract text content from a TV show recommendation webpage.
- Implemented session handling and anti-scraping techniques by programmatically incorporating cookies and headers to mimic real-user behavior.
- Cleaned and parsed the scraped data for future sentiment or genre-based recommendation modeling.

Education

University of British Columbia (UBC) Vancouver, BC
Combined Major in Computer Science and Mathematics Sept 2023 – Present
Cumulative Average: 83.7