(734)-864-6870 2170 Cram Pl Apt 8 Ann Arbor, MI 48105

EDUCATION

• University of Michigan

Ann Arbor, MI

Bachelor of Science in Computer Science & Data Science GPA: 4.0

Expected May 2022

- Relevant Courses: Algorithm(EECS 281), Computer Organization(EECS 370), Data Structures(EECS 280), Linear Algebra(MATH 217), Probability(MATH 425)
- o Work: Kiluk Tutor (one-on-one) for Linear Algebra (MATH 217) at Math Department

• Rensselaer Polytechnic Institute

Troy, NY

Bachelor of Science in Computer Science GPA: 3.96(Dean's Honor List)

Aug 2018 - May 2019 (Transfer Out)

- Relevant Courses: Data Structures, Discrete Mathematics, Computer Organization, Multivariable Calculus
- Work: Undergraduate Tutor for Data Structures at the Advising & Learning Assistance Center

Experience

• Adversarial ML with Audio Speech Recognition

Ann Arbor, MI

Undergraduate Research Assistant

May 2020 - Present

• Machine Learning: Conduct research in Adversarial Machine Learning. Research focuses on finding efficient methods to attack audio speech recognition model with ML. Advised by Prof. Atul Prakash.

• Crossmod

Ann Arbor, MI

Undergraduate Research Assistant

• Crossmod is a system that could detect toxic incoming comments on Reddit using ML models.

- Machine Learning: Deployed the Crossmod to AWS Cloud Server; Built a database and collecting more data; Implemented dynamic re-training for high accuracy; Implemented multi-thread prediction for high efficiency; Packaged the whole system as an open API. It is now working effectively on several subreddits like r/Futurology; Advised by Prof. Eric Gilbert
- Ant Financial (Alibaba Group)

Hangzhou, China

Software Engineering Intern

Jul 2019 - Aug 2019

- Machine Learning: Worked on a Machine Learning Platform(PAI); Designed an image classification algorithm with deep learning and built the whole workflow for running on GPU; Packaged the algorithm as a template for other people to use; Wrote Python SDK for users to conveniently build ML prediction models.
- Full-stack Web Development: Built an admin management page for the Machine Learning Platform(PAI) to monitor the usages and manage the algorithm templates with ReactJS Front-end and Java Back-end.

• Submitty

Troy, NY

Open Source Developer

Aug 2018 – May 2019

- Submitty is a programming assignment submission system; Used for all CS courses at RPI; Could auto-grade and analyze students' programming homework
- Full-stack Web Development: Achieved features such as group assignment submission and grade analysis; Maintained the system and fixed bugs with PHP Back-end.

Selected Projects

- Smart Library System: A face-recognition system for High School Library; Achieved functionality of borrowing, returning books and validating students; Based on Python; Improved the efficiency and accuracy to 95%+.
- **PONG**: A redesigned and upgraded PONG video game; Built the game with more modes, features and visual effects; Based on JavaScript; Won the First Prize in the final competition at UCLA summer program.
- AR Clock: A Time-Management Web app for smartphone; Helped people tracked their time spent on different tasks in a day, a month and a year; Showed the overall statistics for people with AR.

SKILLS

- Programming Languages: C++(proficient), Python(proficient), Java(proficient), JavaScript, C, PHP, Swift
- Technical Skills: Tensorflow, Pytorch, Keras, AWS, ReactJS, BootStrap, SQL Databases
- Languages: English, Chinese(Mandarin)