Yufeng Zhang

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EDUCATION

Columbia University   *New York, NY*

Master of Science in Computer Science, Machine Learning Track – GPA:4.0/4.0   *Expected Dec 2018*

Shanghai Jiao Tong University   *Shanghai, CN*

Bachelor of Engineering, School of Electronic Information & Electrical Engineering – GPA:3.6/4.0   *Sep 2013 – Jun 2017*

Meritorious Winner, Mathematical Contest in Modeling (MCM)   *2015*

TECHNICAL SKILLS

- Programming: C/C++, Python, HTML/CSS, JavaScript, JAVA;
- Tools: Django, TensorFlow, Caffe, MXNet, Pandas, OpenCV, LabVIEW, Photoshop, LaTeX

INTERNSHIPS

Columbia Business School   *New York, NY*

Research Assistant, Management Division   *Nov 2017 – Present*

- Generated the table of patent transactions by analyzing over 100,000,000 records in USPTO using Pandas in Python
- Clustered different names of each firm with multiple textual manipulation and fuzzy match strategies

Intel Asia Pacific R&D Center, Software and Services Group (SSG)   *Shanghai, CN*

Software Engineer Intern, Machine Learning and Translations Team   *Oct 2016 – Apr 2017*

- Developed a system by C++ enabling manipulators to automatically learn to grasp items based on 3D vision feedback and deep neural network VGG-16
- Implemented Super-Resolution Images Generation through convolution neural networks by Caffe

SELECTED PROJECTS

Advanced Software Engineering Project   *New York, NY*

Time2Meeting, A Scheduling Web Application   *Sep 2017 – Dec 2017*

- Developed the UI, backend, and tests cases with over 87% coverage using Django as a leader of 4-people team
- Managed the agile development workflow by setting up Travis Continuous Integration and GitHub Version Control

Creative Machines Lab   *New York, NY*

Learning to Generate 3D Shapes from Sketches   *Sep 2017 - Present*

- Improved and trained models based on GANs using TensorFlow to transform sketches of cuboid into 3D volumes
- Generated dataset of sketches by sampling projections of the 3D shapes in different perspectives

Key Laboratory of Shanghai Education Commission for Intelligent Interaction and Cognitive Engineering   *Shanghai, CN*

Video-based Dynamic Gesture Recognition   *May 2016 - Nov 2016*

- Developed a real-time dynamic gesture recognition system based on modified YOLO and discrete-HMM
- Proposed and implemented a workflow to generate images by synthesizing target objects with background images

Scene Classification   *Jul 2016 - Sep 2016*

- Implemented and trained a fusion-feature network based on Inception-V3 by MXNet to classify scenes with accuracy 87.4% (2.4% higher than baseline)
- Led a team of three to compete in IMAGENET Large Scale Visual Recognition Challenge 2016 (ILSVRC 2016)

RESEARCH

- Publication: Zhiqin Chen, Yufeng Zhang, et al. **Real-time tag recognition based on morphology and local contrast**. In *IEEE International Conference on Real-time Computing and Robotics (RCAR)*, 2016