

Mail: flynn.zhang@foxmail.com
 Blog: <https://blog.simplenaive.cn>
 Github: <https://github.com/Yidadaa>

Education

MSc. UESTC 2018.09 - 2021.06
 Computer Science, Dept. of Computer Science and Engineering
B.Eng. UESTC 2014.09 - 2018.06
 Computer Science, Yingcai Honors College of UESTC

Honors

Second Prize for Postgraduate Scholarship 2019.10
OPPO AI Challenge Segmentation Track Excellence Prize 2019.04
First Prize for Postgraduate Scholarship 2018.10
MCM Honorable Mention 2017.02

Experience

- **Software Engineer Intern @ Amazon Beijing** from 2020.07
 - Prototyped, designed and implemented Storage Service Module for IOS MShop client.
- **Research Software Engineer Intern @ Tencent.Inc AI Lab Robotics X** 2019.11 - 2020.06
 - Surveyed and optimized real-time 3d reconstruction algorithms, implemented Kinect camera driver for Elastic Fusion 3D reconstruction algorithm, implemented ROS message passing interface for Voxblox and ORB-SLAM.
 - Developed a real-time 3D data streaming algorithm, and optimized the latency and robustness of the algorithm.
 - Developed a virtual reality robot control system, combining 3D real-time reconstruction, dynamic calibration and high-performance 3D rendering.
- **Software Engineer (Part-Time & Remote) @ Sibbay.Inc** 2017.12 - 2019.03
 - Sibbay.Inc builds a new fitness and health data sharing community for the people, provides a private and secure health data sharing system for users and their doctors.
 - Designed and validated new features in online meetings. Built and optimized the workflow based on Github, and reviewed the code and ensured the quality of the source code.
 - Balanced requirements, UX, and deadlines in order to get most of the business value in a limited timeframe.
- **Software Engineer Intern @ Baidu.Inc** 2016.12 - 2017.05
 - Baidu FengChao is the core marketing department of Baidu.Inc, provides marketing services for over 8 hundred thousand of enterprise users.
 - Implemented the new features of Baidu advertisement system, worked with UI/UX designer, PM, QA and backend developer and bridged the gap between graphical design and technical implementation, optimized application for maximum speed and scalability, and built reusable code for future use.

Projects & Skills

github.com/Yidadaa/Pytorch-Video-Classification, (Python / Pytorch) \approx 500 lines 2019.04
Make Action Classification on Videos using CNN-RNN, achieves 80% accuracy on UFF101 Dataset.

github.com/Yidadaa/Satellite-Imagery-Segmentation-Deeplab, (Python / Pytorch) \approx 1000 lines 2019.05
Satellite Imagery Segmentation using Deeplabv3.

github.com/Yidadaa/Parallel-Programming-On-GPU, (CUDA / C++) \approx 200 lines 2018.11
Accelerate simulation of n-body problem using CUDA, 3000x faster after accelerating.

github.com/Yidadaa/Captcha-Deep-Learning, (Python / Keras / Tensorflow) \approx 500 lines 2018.01
Recognize captcha using an End-to-End CNN pipeline, achieves 98% accuracy on custom Dataset.

github.com/Yidadaa/OPPO-Human-Segmentation, (C++ / Dart) \approx 1000 lines 2019.03
Deploy deeplabv3 human segmentation model to mobile platform using Tencent NCNN framework.

github.com/Yidadaa/HUAWEI-Codcraft-2019, (C++) \approx 1000 lines 2019.05
Code for HUAWEI Codcraft 2019, contains unit testing, following Google C++ Style Guide.