Zhang YiFei Software Engineerer

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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, Yincai Honors College of UESTC	

Honors

Second Prize for Postgraduate Scholarship	2019.10
OPPO AI Challenge Segmantation 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

- Survey and optimize real-time 3d reconstruction algorithms, implemented Kinect camera driver for Elastic Fusion 3D reconstruction algorithm, implemented the ROS message passing interface for Voxblox and ORB-SLAM.
- Developed a real-time 3D data streaming algorithm, and optimize the latency and robustness of the algorithm.
- Developed a virtual reality robot control system, combined 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, 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) ≈ 500 lines 2019.04
Make Action Classification on Videos using CNN-RNN, achieves 80% accuracy on UFF101 Dataset.

github.com/Yidadaa/Satellite-Imagery-Segmantation-Deeplab, (Python / Pytorch) ≈ 1000 lines 2019.05
Satellite Imagery Segmantation using Deeplabv3.

github.com/Yidadaa/Parallel-Programming-On-GPU, (CUDA / C++) ≈ 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) ≈ 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) ≈ 1000 lines 2019.03
Deploy deeplabv3 human segmantation model to mobile platform using Tencent NCNN framework.

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