Yiran Su
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Sun Yat-sen University,
Guangzhou, China

Education

- **Sun Yat-sen University** — Guangzhou, China
  Bachelor of Engineering in Network Engineering — *Aug. 2015 - Jun. 2019*
  ***Overall GPA**: 3.85/5.00, ranked 4th out of 56 students in this track*
  ***Junior GPA**: 4.25/5.00, ranked 2nd out of 56 students in this track*

Awards And Honors

- Innovative Design Award in the 2018 International Aerial Robotics Competition (2018 IARC)
- Honorable Award in the 2018 Mathematical Contest in Modeling (2018 MCM)
- The First Prize Scholarship of Sun Yat-sen University(Top 5%)

Intern Experience

- **Tencent Inc.** — Shenzhen, China
  Perceptual Intelligence Group — *Sept 2018 - Present*
  - Developed a pattern-based framework for a task-oriented Arena of Valor chatbot in weather and music domain.
  - Designed a user log analyzer for the Arena of Valor chatbot in Python, in order to analyze customer stickiness under different usage scenarios.
  - Preprocessed corpus data and extracted sentence feature through word vector for further semantic clustering.

Project Experience

- **International Aerial Robotics Competition** — Guangzhou & Beijing, China
  Computer Vision Group Member — *Sept 2017 - Aug 2018*
  - Designed an object detection and location system for an aerial robot on an Intel NUC processor.
  - Analyzed classic object detection algorithms such as Support Vector Machine (SVM) and Convolutional Neural Network (CNN) to optimize our system design.
  - Constructed an SVM ground robot detector in C++ for our system by writing a self-implemented Histogram of Oriented Gradient descriptor (HOG descriptor) and applying OpenCV's related packages.
- **Sun Yat-sen University information platform** — Guangzhou, China
  Leader of the Android Group, Member of the Web Group — *Mar 2018 - Jun 2018*
  - Designed a framework of the android project as an information publishing platform for all organizations in Sun Yat-sen University.
  - Analyzed the on-campus students' demand of lacking for a unified information source.
  - Constructed pages for the Android project using Retrofit2 and RxJava, as well as Android Studio SDK tools.
  - Organized Android group meeting per week to control project and implement system improvement
  - Designed a front-end logic for the web project using HTML5, CSS and JavaScript.
- **The Pacman Game** — 2017 - 2018 Academic Year 1st Term
  - Implemented the Pacman game based on UC Berkeley's CS188 course materials.
  - Developed a multi-agent searching strategy using min-max algorithm and alpha-beta pruning in Python.
  - Implemented a value iteration Pacman agent and a Q-learning Pacman agent in Python.
- **Shortest Path for metro transfer** — 2016 - 2017 Academic Year 1st Term
  - Designed a system to find the minimum number of transfers for a metro network in Guangzhou, China.
  - Implemented Dijkstra Algorithm using C++.

SKILLS

Language C++, Python, Java, HTML5, CSS, JavaScript, SQL
Tools Git, Latex, CMake, Unity3D, Linux