

Yong (Caleb) Zhou

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EDUCATION

Boston University (<i>Graduated: Jan 2020</i>) <i>Bachelor of Computer Science</i>	Jan 2018 – Jan 2020 Major GPA: 3.25 / 4.0
<ul style="list-style-type: none">• Related courses: Python development of services and tools in analysis, AI platform, applied Java in data structure & SQL, OOP system in C++, Java, Angular.js, SQL, Hadoop NoSQL	
LaGuardia Community College, CUNY <i>Associate of Computer Science</i>	Mar 2016 – Dec 2017 GPA: 3.88 / 4.0

WORK EXPERIENCE

Deep Learning Software Development Intern, AEVEX Aerospace	May 2019 – Aug 2019
<ul style="list-style-type: none">• Established different models for the detection and segmentation on infrared images with fires, and deployed various custom object detection models on Jetson Nano development Kit by tested and trained models on Linux and Windows• Outperformed 85% overlay with ground truth on test data set and customized in collecting labeled samples and tune R-CNN parameters in improving classifier performance• Implemented Python scripts to standardize input format of JSON file to fit the requirement of the model• Designed and implemented a button-based feature to automatically extract coordinates of classified fire-area polygons by C# on GeoFOCIS	
Software Web Development Intern, BCTC technology	Sep 2017 – Jan 2018
<ul style="list-style-type: none">• Identified clients' preference to designed web pages by devising different techniques in server-side and client-sides• Established User Login by third-party Oauth, integrated passport.js library to look up and create user info, decode cookies• Developed online Chatting functionality with bi-directional data flow by setting up Socket.io between client and server sides• Created the MongoDB module, schema to save data in our database and display products on different thumbnails to clients	
Big Data Developer and Undergraduates Research, NSF	Jun 2017 – Sep 2017
<ul style="list-style-type: none">• Implemented data cleaning and business logic to derive customers and products departmental KPI• Identified driving factors (customer purchase frequency, monetary decision, etc.) for downstream analysis and modeling for Customer churn statistics prediction• Developed Cross-validation that outperformed the baseline model by 4% to improve the supermarket decision making	

LEADERSHIP

Executive Treasurer for student Government Association, LaGuardia CC (CUNY)	Jun 2016 – Jul 2017
<ul style="list-style-type: none">• Applied OOP principle to encapsulate functionalities and make implementation extensible• Participated in Collee Association Budget Committee addressing budget and sign checks to cover approved expenses• Allocated \$79,670 budget for SGA activities to create events for on campus student involvement	

PROJECTS

Bomberman 3D Game on Unreal Engine 4	Apr 2017 – May 2017
<ul style="list-style-type: none">• Worked with 2 other developers to develop a 3D version Bomberman from scratch using Unreal Engine 4• Created game playing AI for in-game characters using 3D blueprints graph• Established the logic behind and animating, such as planting, exploding, and animating the bombs	
Role-Playing Game (C++)	Dec 2016
<ul style="list-style-type: none">• Implemented zombies and human role-playing video game with multiple files, classes, modules by different functionalities• Applied OOP principle to encapsulate functionalities and make implementation extensible	

SKILLS

- **Java** | C++ (4 yrs) | Python | JavaScript | R | Passport.js | HTML | CSS | MongoDB | Firebase | SQL | Git | AWS
- IDE: Eclipse | Virtual Studio | Android Studio | Virtual Studio Code | Jupiter Notebook | PyCharm | Dr. Java
- Experienced in **Windows XP & 10**, **Linux**, Mac | Android & Web application | Analysis | **Excel** | Teacher Assistance
- Painting | Guitar player