

Yong (Caleb) Zhou

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Highly-talented senior student with solid foundation in software programming development, seeking to leverage my coding and analytical skills as a software engineer job

WORK EXPERIENCE

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| Deep Learning Software Development Intern, AEVEX aerospace | May 2019 – Aug 2019 |
| <ul style="list-style-type: none">Established Mask R-CNN model 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 WindowsOutperformed 85% overlay with ground truth on test data set and customized in collecting labeled samples and tune R-CNN parameters in improving classifier performanceImplemented Python scripts to standardize input format of JSON file to fit the requirement of the modelDesigned 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">Collaborated with 3 other experienced software developers in Node.js framework and MongoDBEstablished User Login by third-party Oauth, integrated passport.js library to look up and create user info, decode cookiesDeveloped online Chatting functionality with bi-directional data flow by setting up Socket.io between client and server sidesCreated MongoDB module, schema to save data in our database and display products on different thumbnails to clientsDesigned and imitated several web pages in HTML, CSS, JavaScript, JQuery and Bootstrap, React by our clients' preference | |
| Big Data Developer and Undergraduates Research, NSF | Jun 2017 – Sep 2017 |
| <ul style="list-style-type: none">Customer churn statistics prediction for supermarket using SciKit-Learn Machine Learning with Python and RapidMinerFiltered and implemented analytics logic and calculated features like customer purchase frequency, monetary consideration and volume on 1.5 years of dataTrained Random Forest model and used 5-fold cross validation model and achieved 93% accuracy against 89% of an old Logic Regression modelUtilized data exploratory data analysis to determining driving factors customer behaviors | |

PROJECTS

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| 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 4Created game playing AI for in-game characters using 3D blueprints graphEstablished the logic behind and animating, such as planting, exploding, and animating the bombs | |
| Role-Playing Game (C++) | Dec 2016 – Dec 2016 |
| <ul style="list-style-type: none">Implemented zombies and human role-playing video game with multiple files, classes, modules by different functionalitiesApplied OOP principle to encapsulate functionalities and make implementation extensible | |

SKILLS

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- Python, **Java**, **C++** (4 yrs), JavaScript, R, Passport.js, HTML, CSS, MongoDB, Firebase, SQL, Git
 - IDE: Eclipse, Visual Studio, Android Studio, Visual Studio Code, Jupiter Notebook, PyCharm, Dr. Java
 - Experienced in Programming in Linux environment, Android application programming, Front-end with React

EDUCATION

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|---|----------------------------|
| Boston University (<i>Expected graduation date: Dec 2019</i>) | Jan 2018 – Dec 2019 |
| <i>Bachelor Science of Computer Science</i> | Major GPA: 3.35 / 4.0 |
| <ul style="list-style-type: none">Related course: Python development of services and tools in analysis, AI platform, applied Java in data structure & SQL, OOP system in C++, Java, SQL, Hadoop NoSQL (Relational, semi-structured XML, JSON in Java) | |
| LaGuardia Community College, CUNY | Mar 2016 – Dec 2017 |
| <i>Computer Science</i> | GPA: 3.88 / 4.0 |