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|  | Yong (Caleb) Zhou | |
| **Cambridge MA, 02139** |  | **yesyong@bu.edu** |
| **+1 (718) 813-4377** |  | [**https://github.com/YongLAGCC**](https://github.com/YongLAGCC) |

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

**WORK EXPERIENCE**



**Deep Learning Application Development Intern,** AEVEX aerospace **May 2019 – Aug 2019**

* Established Mask R-CNN model for the detection and segmentation on infrared images with fires, and deployed model on Jetson Nano
* Assisted in collecting labeled samples and tune R-CNN parameters in improving classifier performance
* Achieved 80% overlay with ground truth on test data set, using the latest version of trained model
* Wrote Python scripts to standardize input format of JSON file for the model
* Designed and implemented a button-based feature to automatedly extract coordinates of classified fire-area polygons through C# on GeoFOCIS

**Software Web Development Intern,** BCTC technology **Sep 2017 – Jan 2018**

* Collaborated with 3 other experienced software developers in **Node.js framework** and **MongoDB**
* 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 MongoDB module, schema to save data in our database and display products on different thumbnails to clients
* Designed 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**

* Customer churn statistics prediction for supermarket using SciKit-Learn Machine Learning with Python and RapidMiner
* Filtered and implemented analytics logic and calculated features like customer purchase frequency, monetary consideration and volume on 1.5 years of data
* Trained Random Forest model and used 5-fold cross validation model and achieved 93% accuracy against 89% of an old Logic Regression model
* Utilized data exploratory data analysis to determining driving factors customer behaviors

**PROJECTS**



**Bomberman 3D Game on Unreal Engine 4** **Apr 2017 – May 2017**

* 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 – Dec 2016**

* 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**



* Python, **Java**, **C++** (4 yrs), JavaScript, R, Passport.js, HTML, CSS, MongoDB, Firebase, SQL, Git
* IDE: Eclipse, Virtual Studio, Android Studio, Virtual 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** *(Expected graduation date: Dec 2019)* | **Jan 2018 – Dec 2019** |
| *Bachelor Science of Computer Science* | Major GPA: 3.35 / 4.0 |

* **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**

*Computer Science*

**Mar 2016 – Dec 2017**

GPA: 3.88 / 4.0