Yong (Caleb) Zhou

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**EDUCATION**

**Boston University** *(Graduated: Jan 2020)* **Dec 2017 – Jan 2020**

*Bachelor of Computer Science*

* **Related courses**: Applied **Java** in data structure, Algorithm, SQL | Tool of Data Science in **Python** | OOP system in C++ | **Full Stack Dev** | Tool of Data Science in Pandas, NumPy, Kmeans, SVM, etc

# WORK EXPERIENCE

**Software Development Intern,** *AEVEX Aerospace* **May 2019 – Aug 2019**

**♦ Tools: Python, Machine Learning, TensorFlow, CNN**

* 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 for the grand-truth

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

♦ Tools: Node.js, MongoDB, JQuery.js, JavaScript, Bootstrap, React.js, HTML, CSS

* Identified clients' preferences to design web pages by devising different techniques in server-side and client-side development
* Implemented user login via third-party Oauth protocol by using passport.js library to look up user info, create profiles and decode cookies
* Created a MongoDB schema and module to save data in our data base and display products on different thumbnails to clients

**Big Data Developer and Undergraduates Research,** *NSF* **Jun 2017 – Sep 2017**

♦ Tools: Python, RapidMiner, Machine Learning (Topic Modeling), Scikit-Learn, Excel

* 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 he baseline model by 4% to improve the supermarket decision making

# PROJECTS

**Mobile Application Development (Java) |** Boston University  **Nov 2019**

♦ Tools: Java, Google Fit API, Google Map API, AWS Lambda, Redis

* Designed and Created an app to track user’s and their friends’ daily steps and health status
* Implement the service for saving and broadcasting the running stats (steps and location) by AWS lambda and Redis

**Data Analysis on Tesla Inc’s Stock and Media |** Boston University **Dec 2018 - Nov 2018**

♦ Tools: Python, R, Shiny, NLP, Machine Learning, AWS, RStudio

* Evaluated effects of media sentiment on the predicted price of Tesla stock using regression analysis
* Delivered real-time insights to help beginners and professionals trade through Shiny app deployed on AWS

**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**

♦ Tools: C++, OOP

* Designed a zombies vs human role-playing video game with multiple files, classes and modules containing different functionalities
* Applied OOPprinciple to encapsulate functionalities and make implementation extensible

# SKILLS

* **Java** | Python | MongoDB | SQL | Git | AWS | C++ | Excel
* IDE: Eclipse | Visual Studio | Android Studio | Visual Studio Code | Jupyter Notebook | PyCharm | Dr. Java
* Experienced in **Windows XP, 10, Linux**, MacOS | SDLC | Time Management | Communication Skills | Project Management
* Hobbies: Reading | Guitar player | Cooking