YUE ZHANG

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EDUCATION

University of Michigan - Ann Arbor *Expected on Apr. 2020*
Bachelor of Science in Computer Science, Minor in Mathematics *GPA: 3.6(overall), 3.8(Math)*
- Coursework: Game design(494), Web development(485), Algorithm(477), Computer Vision(442), Machine Learning(445), Computer Organization(370)

Shanghai Jiao Tong University (UM-SJTU Joint Institute) *Expected on Aug. 2020*
Bachelor of Science in Electrical and Computer Engineering *GPA: 3.5*

RESEARCH & PROJECTS

Health Text Mining about Medicine Side Effect from Social Media
University of Michigan, Ann Arbor, United States (Tutor: V.G.Vinod Vydiswaran) *Sep. - Dec. 2019*
- Constructed and cleaned the data-set of side effect and drug with text extraction and normalization.
- Investigate language model, LSTM and other NLP skills.
- Designed and maintained a scalable data retrieve structure to store and manipulate the data.
- Compute medical natural language progressing through MetaMap Java api, compare word extraction from social networks with medical side effect terms.

Showcase Game Development
University of Michigan, Ann Arbor, United States *Jan. - Apr. 2020*
EECS 494 class project, Link: https://www.indiedb.com/games/ramo
- Implement a fast-paced competitive 1v1 video game and interactive experiences using the industry-standard Unity3D Game Engine.
- Design and develop multiple features as response to each game-play experience.
- Use Unity Analytics as data platform to update the game features in a iterative, statistic way.

WORK EXPERIENCE

Robotic Navigation Algorithm Intern *Jun. - Aug. 2019*
KeenOn Robotics, Shanghai, China
- Analyzed source code and algorithms for Robot Operating System in field of navigation, localization and mapping.
- Reconstructed about thousand-line codes to ameliorate partial functions to realize key framing detection and map matching in SLAM.
- Built a visual odometry by applying optic flow and FAST feature matching algorithm, while implementing struct-SLAM structure.

Grader of MATH 214 *Sep. - Dec. 2019*
University of Michigan, Ann Arbor, United States
- Formulate the rubric of the assignments to ensure the consistent grading strategy among the graders.
- Graded over 200 assignments and test papers online and responded to the feedback.

SKILLS & AWARDS

Languages: Python, C/C++/C#, JAVA, JavaScript, SQL
Operating System/Software: Linux, ROS, Unity
Dean's List, University of Michigan, 2018 winter, 2019 fall

Outstanding Student Scholarship, Shanghai Jiao Tong University, 2018