ZHEWEN LYU

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EDUCATION

The Chinese University of Hong Kong (CUHK), Shenzhen *Sept. 2017 - Present*
Bachelor of Computer Science and Engineering *Shenzhen, CN*
- GPA: 3.59 / 4.0, Major GPA: 3.68 / 4.0
- Rank: School of Science and Engineering: 53 / 409, Computer Science and Engineering Major: 18 / 121
- Relevant Coursework: Cloud Computing (A), Data Structures (A-), Operating System (A-)

Boston University *July 2019*
Summer Program *Boston, US*
- Relevant Coursework: Introduction to Java Programming (A)

EXPERIENCE

CUHKSZ Computer Vision Center *Sept. 2019 - Present*
Research Assistant *Shenzhen, CN*
- Designed the real-time MOT (Multi-Object Tracking) system based on Hungarian algorithm with OpenCV toolset and Pytorch
- Engaged in the establishment of Multi-Camera Multi-Object Tracking system and responsible for the mapping across the detection results

Shenzhen Research Institute of Big Data *Sept. 2018 - May. 2019*
Research Assistant *Shenzhen, CN*
- Implemented the algorithm of calculating real-time courses attendance to characterize students' behaviors through analyzing the data of Wi-Fi records of students with data mining toolset Pandas
- Deployed the course attendance system on the backend of a Flask website
- The project was exhibited as a crucial research achievement in SRIBD

PROJECT EXPERIENCE

Real-time Box Office Predictor *Sept. 2019 – Dec. 2019*
- A data-driven project aimed to predict the target movies according to the sentiment of crawled tweets that calculated by NLP toolset TextBlob
- Used the Random Forest as the model to predict the box office with the machine learning tools Scikit-learn and deployed it on a website with AWS Elastic Beanstalk service
- Acquired the grade of class A in the relevant course with this highly commended project

Operating System Simulations *Sept. 2019 - Dec. 2019*
- Practiced process scheduling in Linux using fork and implemented a multi-thread game using POSIX Threads
- Used GPU memory and CUDA API to simulate a memory management strategy in Least Recently Used (LRU) algorithm and implemented in-memory file systems with sequential and linked structures
- Implemented the simulation of blocking and non-blocking operation in the IO system

Fruits Counting and Leave Diseases Diagnosis Web Application *Sept. 2019 - Sept. 2019*
- Responsible for the web development and deployment on AWS Elastic Beanstalk server
- Used Flask and Bootstrap to build the web and encapsulated the deep learning model within

C++ 2D Role-Playing Game *Mar. 2019 - May 2019*
- Led a team of five and designed the game structure, game play and work schedule
- Implemented the rendering system, command input system, entity system and animation system using SFML

HONORS & AWARDS
- Dean's List (Top 10% schoolwide) 2017-2018, 2018-2019
- Provincial Third Prize in China Undergraduate Mathematical Contest in Modeling 2018

SKILLS & CERTIFICATIONS
- Programming Languages: Python, Java, C/C++, R, Node.js, SQL, verilog
- Toolsets & Frames: Pandas, Numpy, OpenCV, LaTex, Scikit-learn, Flask, Express
- Platforms: AWS, Linux
- Software: Adobe Premiere
- Proof of English Proficiency: IELTS 7.0