Zevran Gong

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Education

Bachelor of Science: Double major in Mathematics(Operations Research and Statistics) and Computer Science
Carnegie Mellon University, May 2017; GPA: 3.65

Technologies

Python, Go, Java, C, MySQL, SML, R, LaTeX

Experience

CROMA Lab, University of Michigan, Ann Arbor, MI
Research Assistant July 2015 – Dec 2015

- Assisted Professor Walter Lasecki on Glance, a human–computer interaction project that focuses on rapid video data coding.
- Performed k-fold cross validation with R to explore the behavioral patterns of the crowd to potentially reduce future video coding cost.

Academic Development, Carnegie Mellon University, Pittsburgh, PA
Peer Tutor Jan 2014 – Dec 2015

- Worked 2.5 to 4 hours per week on campus helping students with fundamental math concepts.

QiMing Information Technology Co.,Ltd, Changchun, Jilin, China
Software Engineering Intern June 2014 – July 2014

- Trained and worked with enterprise development tools to improve the company's database system.
- Created new functions to check employees' attendances and track their project progress.

Selected Projects

Seat Reservation System

- Designed a distributed seat reservation system using Paxos, a three-phased quorum consensus algorithm which guarantees consistency and availability.
- Implemented the user interface with terminal graphics.

Tribbler

- A Twitter-like program that enables clients to post messages and manage subscriptions.
- Actualized communication between server and client with RPC. Adapted consistent hashing for loading balancing across multiple servers and lease mechanism to improve scalability.

Route Planner

- An object-oriented program based on Pittsburgh transit system that provides efficient bus route instructions with path-finding algorithm. Written in Java.

Last One Stand

- A grid-based top-down zombie-shooting game adapting A* algorithm for AI path-finding.
- Included a day-night cycle which changes the ambience with time; multiple weapon system, including a boomerang; and a custom map-editor to create your very own shooting ground.

Relevant Coursework

Introduction to Computer Systems (15-213)
Distributed Systems (15-440)
Computer Graphics* (15-462)
Algorithm Design and Analysis* (15-451)
Numerical Methods (21-369)
Modern Regression (36-401)
Undergraduate Advanced Data Analysis* (36-402)

* coursework in progress