

ZHENG Tian (Andrew) CHU

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EDUCATION

University of Nottingham, Ningbo
Computer Science with AI

Sep 2018 – Jul 2022, Ningbo-Nottingham

- Grades: 73/100 (First Honor)
- Peking University (Summer School)

Jun – Jul 2018, Beijing

PROFESSIONAL EXPERIENCE

University of Nottingham Ningbo, Research Assistant

Jul – Aug. 2021, Ningbo

- Participated in the twitter data analysis project, crawled 10000 tweets related to covid-19 through Twitter API, and processed data using WordNet lemmatizer and nltk library; Excel, pandas, NumPy and Matplotlib are used to visualize the data; The LDA topic model was used to analyze the data, generate different topics of tweets, and obtained different views of the epidemic situation in Britain and the United States.
- Downloaded 2472 short texts of tweets from GitHub after preprocessing, used gensim in Python and LDA and BTM topic model in biterm library to train different topics implied in tweets, and used coherence score to evaluate the results; Wrote the experimental report, explain the principle of three topic models (PLSA, LDA, BTM) and recorded the experimental results, and drew the conclusion that BTM is better than LDA in training short text content.

National University of Defense Technology, Research Assistant

Jul. – Aug. 2020, Remote

- Participate in the Prognostics Health Management project, collect the literature in the field of PHM, observe and compare the training results of different neural network structures on the data set, analyze and build the TCN model suitable for life prediction.
- Used pandas, NumPy, Matplotlib library to preprocess and visualize 1416 engine sensor data in NASA's C-MAPSS data set, used LSTM, CNN, and other common neural network models and TCN network to train the data set, and obtained the advantages of TCN through comparison. Wrote paper and published in ICPHM2021 conference.

LEADERSHIP EXPERIENCE

UNNC Basketball Association, President

May 2019 – May 2020, Ningbo

- The school basketball game reform, and add three on three projects, improve the visibility of the association, was elected chairman of the Basketball Association.
- Lead four departments, assign tasks, and train cadres, and communicate with school leaders.

PROJECT EXPERIENCE

User Needs Manager, Leader

Oct 2020 – May 2021, Nottingham

- According to the user requirements of Kainos company, the scenario analysis is carried out to understand the specific types of user requirements in software development in detail, and through the comparison with the original products, the relative suggestions are put forward to obtain the final user requirements.
- Used Trello for project management and milestone formulation. Used Gitlab to manage code. Group meetings are held twice a week and the meeting contents are recorded in detail.
- Responsible for using HTML, CSS, JavaScript for the front-end website function realization and design, using node.js to realize the connection between the front-end and the back-end MongoDB cloud database, and deployed on the Heroku server, making a demonstration video, and making a live demonstration, which was approved by Kainos tutor, and may be used in the company's internal system in the future.

Super Pokémon Game (Course Project), Individual

Mar - May 2021, Nottingham

- Independently completed the basic logic, interface style and designed mode of two-dimensional plane shooting game; Collected game pattern audio material and made picture material through PPT and Photoshop.
- Used C++ + SDL library to develop multimedia content (mouse event, keyboard event, audio); AI intelligent routing is realized by using A*, greedy and other algorithms; Used premiere to make a short introduction to the game has been highly recognized by the tutor.

Sokoban Game (Course Project), Individual

Oct - Dec 2020, Nottingham

- Independently complete the basic logic, props and pictures, audio material collection of the game.
- Used MVC pattern, factory pattern, adapter pattern and other design patterns to build the code framework; Used Maven for project management and integration; Used JavaFX to develop game GUI; Used JUnit for code unit testing; Used Javadoc to generate code documents; Used Bob's convention specification code; Used Premiere to make game introduction video.

PUBLICATIONS

Temporal Convolutional Network Based Regression Approach for Estimation of Remaining Useful Life, 2021 IEEE International Conference on Prognostics and Health Management (ICPHM)

Jun 2021 Remote

OTHERS

- Languages: English (Fluent, GRE 321), Mandarin Chinese (Native)
- Skills: Proficient in Microsoft Office, SQL and Python; Basic in C++, Java.