

Xiangyue Zheng

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EDUCATIONS

George Washington University	09/2017 - 06/2019
Master of Science in Computer Science	GPA 3.82/4.0
Sun Yat-Sen University	09/2012 - 06/2016
Bachelor of Science in Computer Science	GPA 3.50/4.0

EXPERIENCES

Bytedance , Backend Engineer Intern, Beijing	05/2018 - 11/2018
<ul style="list-style-type: none">• Created <i>Bytedance ASE platform</i> which boosted user-content-review efficiency over 3 times for multiple products including Tiktok, TopBuzz, Toutiao. Reduced workload for related engineers over 50%• Utilized Python Django to implement backend logic, MySQL, HiveSQL as data storage, Thrift, Kafka to connect to related micro-services, Vue.js, EChart.js, iView to render user interface	
Sharpen Tech , Software Engineer Intern, Xi'an	11/2016 - 08/2017
<ul style="list-style-type: none">• Created the social platform <i>JSR</i> cooperating with engineers team, which provides an online platform for the local technology transferring contract (valued 80 million annually). Locally Registered users over 5200 for the first 6 months after the first version issued• Designed, implemented MVC structure, user token system, REST interface layer for Web, iOS, Android. Utilized PHP, HTML/CSS, JavaScript, jQuery, Vue.js to implement backend and front end logic, Redis, MySQL as data cache and storage	
MAKA , Software Engineer Intern, Guangzhou	01/2016 - 04/2016
<ul style="list-style-type: none">• Designed <i>Automated QA Deployment Scheme</i> which enables multiple QA environments to exist under the same domain, based on Git hook, Nginx wild-card matching. Increased QA efficiency, shortened product iteration cycle• Designed and developed Sub-account Module for <i>MAKA</i>. The growth rate of paying users increased by 12.7% in the second season of 2016 where 80% came from sub-account function	

PROJECTS

Graphics Render and Animation System	06/2018
<ul style="list-style-type: none">• Built CPU <i>3D rendering tool</i>. Implemented rendering pipeline, depth of field effect, etc. with C++• Developed <i>Animation System</i>. Implemented Key-framing, Hierarchy Object, Collision Detection, Flocking system, with C++, OpenGL	
Monocular 3D Pose Estimator	11/2018
<ul style="list-style-type: none">• Implemented <i>Real-time Motion Capture System</i> which predicts 3D human joints position from 2D images. Utilized Python, Human3.6M dataset, PoseNet• Visualized data using Three.js in real time through UDP protocol	
Web Applications	2016 - 2019
<ul style="list-style-type: none">• Single-page rich text/markdown editor <i>LyptonDoc</i>, which improves noting efficiency. Designed UI based on Flat UI, Bootstrap. A-synchronized page loading implemented with Ajax interface. Backend service implemented with PHP CodeIgniter• <i>English Learning Helper</i> which helps users learn English words efficiently based on their learning history• <i>Meeting Room Booking System</i> which helps enterprises administrate their meeting room. The system was adopted by 3 local enterprise including <i>Global Printing</i>	