Xiangyue Zheng

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Education

The George Washington University (Washington D.C.)   **Expected May 2019**
School of Engineering & Applied Science
Master of Science in Computer Science - GPA 3.85(top 15%)
Indented concentration: Computer Graphics, Web Technology

Sun Yat-Sun University (Guangzhou, China)   **June 2016**
School of Data & Computer Science
Bachelor of Science in Computer Science - GPA 3.5

Skills

Language: C/C++, PHP, Python, JavaScript, Matlab, HTML/CSS
Tools: Mysql, Git, Redis, thrift, HDFS, Kafka, OpenGL, NPM, Docker,
           NodeJs, CMake, VUE, Django, CodeIgniter
Knowledge: Algorithm, Operating System, Computer Network, Computer Graphics,
           Machine Learning, Data Compression, Web Technique

Projects

Graphics Renderer (Graphics, C++)   **Feb 2018 - Present**
• Implemented perspective transform, Z-buffer, Scan-line algorithms
• Implemented illumination models, texture mapping and depth of field effect
• https://github.com/Zhengxiangyue/renderer

3D Key Framing Animation Generator (Graphics, Animation, C++)   **Present**
• Implemented spline, Euler angle, quaternion, hierarchy object
• https://github.com/Zhengxiangyue/animation

Real Time Face Slimming Filter   **Present**
(Image processing, Machine Learning, Python)
• Avoided "sudden mutation problem"
• Used image morphing, triangle interpolation, face detection based on CNN

Image Compression Component (Algorithm, Math)   **Jan 2017 - Apr 2017**
• Designed an image compression algorithm for self-organized network
  terminals based on discrete cosine transform
• Achieved compression ratio of 10 - 15, making it possible for self-
  organized network application to transfer images with good quality

Web Apps (PHP, Python, Javascript, HTML)   **2016 - 2018**
• Technique People, A social media platform. http://www.js-r.com/
• Conference Booking, https://github.com/Zhengxiangyue/conferenceBooking
• Lpyton Doc, A rich text editor. https://github.com/Zhengxiangyue/lyptondoc
• Vocabulary Memory, https://github.com/Zhengxiangyue/MemoryWords

Experience

ByteDance Software Engineering Intern   **May 2018 - Oct 2018**
• Developed "Content Audit Assessing Platform".
• Complete 25% ahead of time schedule. Time-saving over 300% compared to the
  previous method