

# Xiangyue Zheng

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## EDUCATIONS

### The George Washington University

Sep 2017 - May 2019(Expected)

M.S. in Computer Science

GPA 3.85/4.0 (top 15%)

### Sun Yat-Sen University

Sep 2012 - Jun 2016

B.S. in Computer Science

GPA 3.5/4.0

## SKILLS

### Languages:

C/C++, PHP, Python, JavaScript, HTML/CSS

### Others:

Mysql, Git, Redis, thrift, HDFS, Kafka, OpenGL, NPM, Docker, Matlab, NodeJs, CMake, VUE, Django

### Knowledges:

Algorithms, Operating System, Computer Network, Computer Graphics, Machine Learning, Data Compression, Web App

## EXPERIENCES

### Abeyon, Virginia Software Engineer Intern

Oct 2018 - Present

- Developed and maintained **Topline MD**, a Miami health resource search platform. Used PHP

### ByteDance(Toutiao), Beijing Backend Intern

May 2018 - Oct 2018

- Increased efficiency by over 300% for content audit assessment by building an automated, standardized platform which opens up a connection between HDFS infrastructure and the auditing platform. Completed 25% ahead of schedule. Used Django, VUE

### Maka, Guangzhou Software Engineer Intern

Jan 2016 - Apr 2016

- Increased testing and developing efficiency by building a software deployment scheme, beyond **tasks assigned**, based on git hook and Nginx Wild-Card.

## PROJECTS

### Web Apps (PHP, Python, Javascript, HTML)

2016 - 2018

- **Technique People**, a social application, providing an online communication platform for the local annual 8 billion technology transfer contract
- **Conference Room Booking**, a pure software solution for SMEs
- **Lypton Doc**, a single-page rich text/Markdown editor
- **Vocabulary Memory**, an English words learning tool, allowed me get 100+ TOEFL grade

### Graphics Rendering tool (Graphics, Animation, C++)

Feb 2018 - Present

- Utilized Perspective Transform, Z-buffer, Scan-line algorithms to build a basic **rendering tool**. Implemented illumination models, texture mapping and depth of field effect
- Designed an **animation tool**. Implemented spline, Euler angle, quaternion, hierarchy objects
- Developed a **facial motion capture toy**, helped programmers relax their necks...

### Real-Time Face Slimming Filter (Machine Learning, Python)

Present

- Avoided "sudden mutation problem" using image morphing, triangle interpolation, CNN based face detection

### 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 with good quality