Xiangyue Zheng

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EDUCATIONS

George Washington University   09/2017 - 05/2019 (Expected)

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

Software Developer, Abeyon, Virginia   11/2018 - 03/2019

· Communicated with customers and suggested potential new features. Improved **The Topline MD** functions.

Backend Engineer Intern, **Bytedance**, Beijing   05/2018 - 11/2018

· Founder of Bytedance ASE platform. The system increased user-content-review efficiency over 3 times for multiple products including Tiktok, TopBuzz, Toutiao, greatly reduced workload for relative engineers.
· Used Python Django to implement backend logic. Used MySQL, HiveSQ as data storage. Used Thrift, Kafka to connect to related micro-services. Used Vue.js, EChart.js, iView to render the user interface.

Software Engineer, **Sharpen Tech**, Xi'an   11/2016 - 08/2017

· Co-founder of **The JSR** project. Designed MVC architecture, user token system and the interface layer.
· The platform provided an online portal for the local technology transferring contract (valued 80 million annually). Registered users over 5200 by the end of 2018 for the first 6 months after the first version issued.
· Used PHP, HTML/CSS, JavaScript, jQuery, Vue.js to implement backend and front end logic. Used Redis, MySQL as data cache and data storage.

Software Engineer Intern, **MAKA**, Guangzhou   01/2016 - 04/2016

· Designed a Deployment Scheme which allows 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 user hierarchical relation module for **MAKA**, based on PHP CodeIgniter

PROJECTS

Graphics Render and Animation System (Graphics, Animation)   06/2018

· Built a CPU **3D render tool**, implemented the render pipeline, depth of field effect, etc. Used C++
· Developed an **Animation System**. Implemented Key-framing, Hierarchy Object, Collision Detection, Flocking system. Used C++, OpenGL

Productivity Tools (Web Applications)   05/2016 - 09/2018

· Designed and developed several software to increase work/study efficiency including
  · **LyptonDoc**, a single-page rich context note system which allows user to write articles efficiently.
  · **MeetingRoom**, a meeting room reservation system for SMEs to administrate meeting rooms resource
  · **English Words Learning Tool**, which allows users to learn English words in spare time and customize words library

Monocular 3D Pose Estimator   11/2018

· Implemented a **Real-time Motion Capture** system which predicts 3D human joints position from 2D joints. Used Python, Human3.6M dataset, PoseNet
· Visualized data using Three.js in real time through UDP/TCP