

# Xiangyue Zheng

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## EDUCATIONS

### George Washington University

Sep 2017 - May 2019 (Expected)

Master of Science in Computer Science

GPA 3.82/4.0

### Sun Yat-Sen University

Sep 2012 - Jun 2016

Bachelor of Science in Computer Science

GPA 3.50/4.0

## EXPERIENCES

### Abeyon Software Engineer Intern

Oct 2018 - Present

- Developed and maintained ToplineMD [link](#), a Miami medical resource platform. Used PHP, Javascript

### ByteDance Backend Engineer Intern

May 2018 - Oct 2018

- Founder of Bytedance ASE platform. The system increased user-content-reviewing efficiency over 3 times. Product lines include Tiktok, TopBuzz, etc. Used Python Django, Thrift, Vue.js, MySQL, HiveSQL

### MAKA Software Engineer Intern

Jan 2016 - Apr 2016

- Designed and implemented a software deployment scheme in Shell, based on Git hook and Nginx wildcard matching, increased test efficiency, shortened product iteration cycle of 10%
- Designed and developed interfaces of MAKALink, based on CodeIgniter

### iGEM 2015 Team Advisor

Apr 2015

- Led and coached high school teams coding and design apps. Helped them build a biobrick crawling tool.
- Won the Best Software Design Prize

## PROJECTS

### The JSR 技术人 (Social Web App) [link](#)

Mid 2017

- Designed and implemented the backend structure of a social application (Web, Android, iOS) for a local government. Used PHP, JavaScript, Redis, jQuery, MySQL. The platform provided an online portal for the local technology transferring contract (valued 80 million annually)

### Productivity Tools (MVC/MVVM designed full stack projects)

2014 - 2019

- LyptonDoc [link](#), a single-page rich context/markdown editor
- MemoWords [link](#), an English words learning app
- MeetingRoom [link](#), a meeting room reservation system

### Physics-Based Flocking Animation System (Graphics, Animation)

Mid 2018

- Built a CPU based render tool [link](#). used C++
- Developed an animation system [link](#). Implemented Key-framing, Hierarchy Object, Collision Detection, Flocking system, used C++, OpenGL
- Won Best Animation Programming Prize of 2018 GWIG Party

### Monocular 3D Pose Estimator [link](#)

Oct 2018

- Implemented a fully connected neural net to predict 3D human joints position from 2D joints position. Used Python, Human3.6M dataset. Visualized real-time data using Three.js