SHAN LU

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Education

Brown University	**Providence, Rhode Island**
Master of Science in Computer Science	August 2015 – May 2017(expected)
Renmin University of China	**Beijing, China**
Bachelor of Science in Applied Mathematics	June 2015
Bachelor of Management in Agricultural Economics and Management, Summa Cum Laude	June 2014
University of California, Davis	**Davis, California**
Exchange Student in Mathematics and Economics	January 2012 - December 2012

Cumulative GPA: 3.97/4.0, with 9 out of 12 courses graded A+

Experiences

Citadel LLC	**Hong Kong, China**
Summer Intern	June 2015 – August 2015
Multimedia Computing Laboratory, School of Information, Renmin University of China	**Beijing, China**
Undergraduate Research Assistant (Advisor: Prof. Xirong Li)	September 2013 – May 2015

- Extracted the 2048-dimensional DSIFT descriptors from raw images by using Bag-of-Words and K-means clustering
- Reassembled SVM classifier with a Histogram Intersection Kernel(HikSVM) to improve the overall top-5 accuracy by 8%
- Multimedia information retrieval research in annotating public source pictures from Flickr by their tag features and relevance

Dalian Commodity Exchange Research Institute	**Beijing, China**
Intern Researcher (Supervisor: Dr. Dapeng Sun)	July 2013 - September 2013

- Completed an industrial analytical report "U.S. Aluminum Market Premium and London Metal Exchange's Storage Policy"
- Drafted a tutorial about Bloomberg Terminal's API in commodities section research

Recent Projects

New York Times Blogs Popularity Prediction — April 2015
- MIT MOOC course project held by Kaggle and edX, final ranking 102nd/2923
- Applied ensemble learning to logistic regression and random forest model programmed in R, test set ROC metric: 0.90672

Canonical Correlational Analysis in Cross-media searching — February 2015 – April 2015
- Applied Mathematics major capstone project, research in Computer Vision/Machine Learning
- Implemented 3 kinds of cross-media searching in Python(Numpy): image to image, image to tags, tags to image

Gomoku (Five Stones Board Game) — December 2014
- Interactive Gomoku Game written in C++ (Command Line)
- Supported functionality: undoing previous moves, tunable AI difficulty

Heap Allocator — August 2014
- Stanford CS107 course project. Implemented C library's dynamic memory management functions malloc, free and realloc
- Both utilization and throughput metrics outperform the full-credit line by 32% and 15%

Skills

- Languages: Chinese (native), English (full-proficiency)
- GRE: 324 (Verbal 154/170, Quantitative 170/170, Analytical Writing 3.5/6.0)
- TOEFL: 108(Reading 30/30, Listening: 29/30, Speaking: 22/30, Writing: 27/30)
- Programming Skills: C/C++, Python, Java, R, MATLAB