Boyu CHEN

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Actively seeking winter co-op opportunities and full-time positions for new grads

EDUCATION

University of California, San Diego

San Diego, CA, U.S.

M.Sc in Electrical and Computer Engineering

Sept. 2021 - Mar. 2023

• Selected Courses: Data Structure, Distributed Systems, Computer Architecture, Computer Vision

Zhejiang University

Hangzhou, Zhejiang, China

B.Eng in Electrical Engineering

Sept. 2016 - June 2020

• Honors & Awards: Honorary Title of Excellent Graduation Project (2020), Inventronics College-set Scholarship (2019), Excellent Social Work Scholarship (Twice, 2017 2019), Outstanding Student Leader Awards (2017), etc.

SKILLS

Programming Languages: C/C++(proficient), Java, Python, Golang, HTML/CSS, JavaScript, SQL, Matlab Framework & Tools: Docker, Bootstrap, Spring Boot, React, Vue, Node.js, Git, Ajax, Flask, Express, RESTful, socket, MongoDB, Django, MySQL

EXPERIENCE

iFLYTEK Co., Ltd.

Hangzhou, Zhejiang, China

Software & Machine Learning Intern, iFLYBUDS Consumer Business Group

July 2020 - Dec. 2020

- Collected 100k+ individual words from voice conversion engine and performed data cleaning; reorganized them
 into complete sentences according to natural language semantics; deployed the project via python-flask
- Analyzed conversation contents; built logistic regression model to identify unstable network (90% accuracy)
- Implemented **TextRank** algorithm to the meeting recording text by calculating cosine similarity; extract top 2 sentences as text summary, improving the efficiency of noting and reading meeting minutes by 50%

Purdue University

West Lafavette, IN, U.S.

Research Assistant, Advisor: Meng Cui

July 2019 - Sept. 2019

- Deep Fog Imaging: Built a spatiotemporally-gated detection system to filter out deep fog(scattering background and shot noise); yielded high resolution and contrast image in Matlab; published the results on *Optics Express*
- Real-time Image Stabilization: Generated triangle signals in vertical directions to control laser scanning speed; collected time-series data gravity core as feedback for real-time image motion tracking and correction(200Hz)

Selected Projects

Front-end Interactive Web Development

July 2022 - Aug. 2022

- $\bullet \ \ {\rm Deployed} \ \ {\rm adining} \ \ {\rm review} \ \ {\rm webpage} \ \ {\rm with} \ \ {\bf Bootstrap}, \ {\rm used} \ \ {\bf Express} \ \ {\rm and} \ \ {\bf MongoDB} \ \ {\rm for} \ \ {\rm realizing} \ \ {\bf RESTful} \ \ {\bf API}$
- Developed sign-in API including account system and password creation with Passport.js and Node.js
- Invoked Google Maps API to provide location guiding; implemented user data saving module

Human Pose Estimation for Squat Counting in Python

May 2022 - June 2022

- Built human body model via BlazePose, extracted 33 key points to represent body skeleton and depict body pose
- Calculated distance between selected pose joints, applied k-NN to generate classifier for "up" and "down" position
- Visualized sigmoid curves and counters for squat detection on video streams; supporting fitness app development

HIV-TRACE Graph Representation in C++

Apr. 2022 - May 2022

- Pre-processed 100,000 pieces of HIV sequence data via ifstream, modeled it abstractly as undirected graph
- Implemented Dijkstra's Algorithm to find the shortest path and connected threshold given two patients
- Yielded transmission clusters to better understand HIV transmission and inform prevention efforts.

SurfStore Cloud Storage Service based on Dropbox

Mar. 2022 - Apr. 2022

- Initiated interfaces for file saving and indexing in server and gRPC clients, allowing multiple concurrency
- Synchronized files of newer versions from cloud to local client; updated new/modified local files to the server
- Handled sync conflicts following "whoever syncs first wins"; deleted files marked with "tombstone" (0 hash value)

TritonHTTP(HTTP/1.1) Network Protocol Implementation in Golang

Jan. 2022 - Feb. 2022

- Built peer-to-peer connection; formalized & validated http requests; acquired files and wrote responses in bufio
- Enabled end-to-end data transmission via TCP; processed pipelined requests; closed connection when required
- Validated good/bad http requests; generated statuscode and response headers accordingly; sent requested contents