Chengzhu Duan

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EDUCATION

University of California, San Diego

La Jolla, CA Sept. 2017 – Apr. 2021

Computer Science, B.S.

GPA: 3.81 / 4.00 (Provost Honors)

Relevant Courses: Computer Operating System, Computer Networks, Computer Security, Computer Vision, Design & Analysis of Algorithms, Software Engineering, Deep Learning & Natural Language

WORK EXPERIENCE

Coinbase

San Francisco, CA

Software Engineer Intern

Jun. 2020 – Sept. 2020

- o Streamlined an in-app invoice workflow for Coinbase Custody that will save finance and operation team 40 hours of phone call per week, claim back \$350K unpaid invoice, and provide 800+ Custody Organizations with timely invoices
- o Built scalable backend automatic billing service, invoice service and email notification service with Ruby on Rails
- Ensured fast UI load time with proper frontend caching through Rest Hooks and SWR
- Automatized Custody invoice PDF generation and storage in AWS S3 with the use of Rails ERB template and Puppeteer

Omniscience Corporation

Palo Alto, CA

Jul. 2019 – Sept. 2019

- Software Engineer Intern
- o Expedited image resizing and uploading to AWS S3 by using Thumbnailator to reduce 30% thumbnail load time
- o Constructed an scalable RESTful Flask app with Swagger Codegen and SQLAlchemy for reliable underwriting automation
- Implemented document uploading, sharing, editing, and labeling across multiple online platforms with Angular, Spring Boot, and AWS S3 for thousands of underwriters from large insurance companies (e.g. RGA Insurance, AIA Group)

Voyager Space Technologies

La Jolla, CA

Software Engineer Intern

Jan. 2019 – *Apr.* 2019

- Avoided excessive database queries by implementing pre-fetching cache with Django Serializer to reduce 80% load time
- o Built a custom app loading module with Angular to ensure browser compatibility and compile the appropriate CSS
- Streamlined an efficient satellite design process for 300+ aerospace engineers by conducting robust backend and frontend tests with Django testing framework and Jasmine/Karma

RESEARCH PROJECTS

Predicting Video Game Playtime Before Purchasing

Mentor: Prof. Julian McAuley, UCSD

Sept. 2018 - Jun. 2019

- Achieved 93% accuracy on predicting whether users will play purchased video games with Bayesian Personalized Ranking
- o Utilized Scipy and Scikit-Learn to apply popular visualization and data-processing practices (e.g. t-SNE) on huge real world data and build custom machine learning pipeline (e.g. BPR with a sigmoid activation function)
- o Optimized the model training with stochastic gradient descent through map-reduce and negative sampling

PROJECTS

Swag-Bot

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</> Node.js, Mongoose, MySQL

Jul. 2018 – *Jun.* 2019

- Established a point/coin system for 15 Discord servers with 500+ users by combining usages of both MySQL and MongoDB
- Created 77 commands capable of manipulating texts and images and visualizing data and statistics through third-party APIs
- o Designed a Music Task Scheduler on top of Discord's audio stream in voice channels with YouTube API and Node.js
- Implemented an Anti-Spam Filter to prohibit members from spanning, cursing, and other inappropriate conducts in channels

Building Search Engine

Angular, Flask, Node.js, MySQL, Tensorflow, Pytorch, Docker, C++, RPC

Jan. 2020 – Present

- Coupled Angular components with Plotly to display interactive visualizations for terabytes of IoT time-series data
- Engineered query evaluation with Sliding Window Feature Extraction and Locality-Sensitive Hashing of metadata
- o Implemented an efficient time-series query matching pipeline that utilizes a heuristic Dynamic Time Warping algorithm to search across 20 Million data points in less than 3 seconds

Celebrity Face Classifier

</> Pytorch, CUDA

Oct. 2019 - Nov. 2019

- Increased CNN's Balanced Classification Rate by 15% with the use of Batch Normalization and K-Fold Cross-Validation
- Performed Transfer Learning on ResNet18 which outperformed baseline model by 20% and significantly reduced training time
- Incorporated Data Augmentation into the pipeline to avoid overfitting and achieve translational and rotational invariance

SKILLS

Programming & Markup Languages:

Python, Java, Javascript/Typescript, Ruby, C/C++, HTML/CSS, LaTeX React, Angular, Ruby on Rails, Node.js, Django, Flask, Pytorch, jQuery, Selenium

Frameworks & Libraries:

MySQL, PostgreSQL, MongoDB, Firebase

Databases:

Tools & Methodologies:

Unix/Linux, Git, Continuous Integration, Agile Methodology, Design Patterns

Extracurriculars: Project Manager @ Triton Software Engineering, Member @ Tau Beta Pi Engineering Honor Society