WENJIA ZHANG

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EDUCATION

Columbia University in the City of New York

NY, US

M.S. in Computer Science - Machine Learning Track

May 2024

Core Courses: Natural Language Processing; Machine Learning; Deep Learning; Computer Vision; AI; Database; Cloud Computing; Engineering Software-as-a-Service; iOS development; Cryptography.

University of Electronic Science and Technology of China

Sichuan, China

B.S. in Information Security

Jun 2019

Honor: 3rd Prize Scholarship.

• Core Courses: Data Structure and Algorithm; Computer Network; Operating System; Programming with C/C++.

TECHNICAL SKILLS & LANGUAGES

- Tech Skills: Python, C/C++, Swift, SQL, NoSQL, Ruby on Rails, Redis, Node.js, Vue.js, Testing, Git, Linux, iOS, SwiftUI, TensorFlow, PyTorch, AWS, Google Cloud Platform, Azure, Ads, Hadoop, Microservice, Unity, ARKit.
- Languages: Chinese (native), English (proficient).

WORKING EXPERIENCE

China Mobile Communications Group Co.,Ltd.

Anhui, China

System Support Engineer, Business Support Center

Jul 2020 - Sep 2021

- Led the development of a high-volume e-commerce platform on Cloud, employing large-scale application skills, such as Vue.js for the frontend, and Python, C++, C#, Node.js for the backend. Integrated a collaborative filtering predictive recommendation algorithm based on users' behavior and history, driving a 1.8% monthly revenue increase.
- Maintained multi-threaded and concurrent RESTful and GraphQL APIs for real-time data interaction, enhancing system scalability and workflow efficiency through CI/CD pipelines with Jenkins. Utilized Splunk for monitoring and troubleshooting, leveraged Infrastructure as Code with Terraform, and worked with server technologies like NPM. Familiar with network protocols including TCP/IP, HTTP, and DNS, and secure communication protocols such as SSL/TLS.
- Developed a desktop **tool predicting** potential 5G subscribers using **decision trees**, which **reduced** 5G plan **acquisition costs by 6.7%** within three months. The user-friendly interface (HTML/CSS/JS) simplifies employee interaction.
- Gained experience in **agile** software development methodology, working with a 12-person team, and managing version control using **Git** for seamless collaboration.

PROJECTS

iOS and AR Development

Sep 2023 - July 2024

- Developed an app displaying the latest musicals in NYC, using two switches to filter the musical list. (<u>Demo</u>)
- Developed a **video editor** app. Users can select a video from device, modify duration, record voice and merge audio with video, add text and apply a frame. Leveraged **AVFoundation** for audio recording and **AVKit** for video playback. (*Demo*)
- Developed an **interactive face filter** app (<u>Demo</u>), a **marker-based AR** app by which users can toggle information and sound on and off (<u>Demo</u>) and a **plane detection AR** app that, upon detecting a plane, displays a window through which users can see the interior of a room (<u>Demo</u>).

Movie Chatbot Development Using MongoDB (Certificate)

Apr 2024 - Apr 2024

- Ingested movie data from databases into MongoDB Atlas, transforming it into vector embeddings for enhanced retrieval.
- Developed an Express.js server to handle Retrieval Augmented Generation (RAG) operations, integrating Atlas Vector Search and LLM (OpenAI API).
- Created a **React.js** frontend for user interaction, allowing users to ask questions about movies and receive answers.

Intelligent Search Optimization and Data Mining on GCP (*Code*)

Jan 2024 - Apr 2024

- Utilized Google Search API to input queries like 'Bill Gates Microsoft' and 'top employer', parsed web pages using **SpaCy** for entity recognition, used **SpanBERT** for context understanding and returned results like 'Elon Musk Tesla'.
- Demonstrated the benefit of **LLM** to improve search suggestions, **enhancing predictive efficiency** and **meeting potential user needs**. Deep knowledge of GCP services and their applications in real-time data streaming.

Visual Question Answering with VGG16 and Attentional Deep Learning

Jan 2024 - Apr 2024

 Developed a model using VGG16 for image feature extraction and LSTM for question processing, achieving 87.2% accuracy on the Easy-VQA dataset.

Image Captioning with Multi-Head Attention and Transformer

Oct 2023 - Dec 2023

• Developed an image captioning system using multi-head **attention** and **Transformer** architecture to improve the automatic generation of captions from images, achieving a notable BLEU-4 score exceeding 60% on Flicker8k dataset.

Collaborative Development of a Second-Hand Marketplace (<u>Code</u>)

Oct 2023 - Dec 2023

- Led a 4-person team to develop a second-hand marketplace platform from initial design through deployment, utilizing Ruby on Rails, React.js for specific services, and Kubernetes-managed microservices architecture.
- Developed APIs for product creation feature and user signup feature hosted on AWS EC2, and a responsive web interface deployed on AWS S3 for optimal viewing across various devices.
- Used Cucumber (BDD) and RSpec (TDD) for testing, achieving 100% coverage, automated infrastructure configuration using Terraform and leveraged Jenkins to automate code testing for seamless updates.