Changlin(Vicky) Zhang

https://changlinzhang.github.io/

**EDUCATION** 

University of Southern California

M.S in Computer Science

Los Angeles, United States

Email: vicky.zhangcl@gmail.com

Dec. 2019

Mobile: +1(213)476-6464

Zhejiang University

Hangzhou, China

B.Eng in Software Engineering, 3.81/4.0 (Award: Outstanding Graduate)

Jun. 2018

Professional Experience

### Intel Corporation

Shanghai, China

Software Engineer Intern

Apr. 2018 - Jul. 2018

- $\circ\,$  Contributed to Analytics Zoo, an open-source distributed analytics platform.
- Built deep learning applications on Spark, including anomaly detection, image augmentation and object detection.
- Developed the module of image transformers with 16 Scala classes and applied polymorphism design to enable sequential operations.
- o Reduced RNN model memory from 22g to 8g by feature engineering and model modification.
- $\circ$  Wrapped bottom-level APIs to high-level APIs and migrate Scala workflow to Python workflow.
- Reconstructed interactive applications to jupyter and generated the pipeline to test these applications on Jenkins.

# Owtware Technology Co.,Ltd

Shanghai, China

Software Development Engineer Intern

Feb. 2017 - May. 2017

- Worked on Filegear, a private cloud service that supports cloud file management and sharing.
- Built account settings module for iOS client using Swift and completed UI renovation to target iOS users.
- o Constructed backend APIs to enable the development of new features including avatars and uploading files.

### SELECTED PROJECTS

#### • Entertainment Event Search

Jan. 2019

- Constructed a web application for users to search entertainment events.
- Achieved the responsive frondend using bootstrap and AJAX using Augular and jQuery.
- Deployed the server on AWS Elastic Beanstalk and utilizing json data from third-party services.

#### • Online Image Segmentation System

Jun. 2018

- $\circ\,$  Provided a web system based on Flask to support online image segmentation.
- Enabled batch training actions and showed real-time process in user interface.
- o Designed multi-thread logics to handle advanced auto-preview and auto-sync.

#### • GooDu Search Engine

May. 2017

- Simulated prevailing search engines with a web system based on Django.
- Highlighted the query words in search results in the frontend for better user experience.
- Construct Vector Space Model and added advanced features (e.g. synonym query, wildcard query and spelling correction).

### • CSCW Markdown Editor

Dec. 2016

- Developed a MD editor with navigation bar, html preview, import css and export docx.
- o Supported multiple editors, any key or mouse action in one will take action at the other side.
- o Designed multi-thread logics to handle advanced auto-preview and auto-sync.

## • Concise SQL engine

Jun. 2016

- Concise SQL engine (Database Management System) for single user to create and delete tables, indexes, records and select records thorough a character interface.
- o Implemented a buffer manager module with Least Recently Used (LRU) and pin function to minimize disk read.
- Implemented an interpreter module and designed the flow of control and parse tree.

#### Programming Skills

- Programming Language: C/C++, Java, Python, Scala, Swift, HTML, JS, CSS, SQL
- Tools and Framework: Spark, Jenkins, ReactJS, NodeJS, Flask, Django, Jupyter Notebook