Yizirui Fang

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EDUCATION

Johns Hopkins University

Master of Science in Computer Science

Aug. 2022 - Dec. 2023

University of Nottingham

Bachelor of Science in Computer Science with Honors, First Class, GPA: 3.86/4.0 (5%)

Nottingham, UK

Baltimore, MD

Sept. 2018 - Jul. 2022

EXPERIENCE

Full-stack Software Engineer

Aug. 2022 - Dec. 2022

EJay, Object-Oriented Software Engineering Group Project

- Delivered online market with **RESTful API** utilizing **Express.js**, and **Docker** to provide exclusive community service of JHU and engage sustainability by second-hand good ordering and reach 92% good in Alpha release
- $\bullet \ \ {\bf Designed} \ \ {\bf and} \ \ {\bf developed} \ \ {\bf features} \ \ {\bf to} \ \ {\bf create} \ \ {\bf and} \ \ {\bf edit} \ \ {\bf orders} \ \ {\bf by} \ \ {\bf JSON}, \ {\bf image} \ \ {\bf hosting}, \ {\bf MongoDB} \ \ {\bf and} \ \ {\bf Express.js}$
- Optimized the networking and requests with input validation, token, and caching with Express.js, Reat.js
- Deployed goods recommendation systems based on history of behaviors with Python and Docker
- Designed and implemented the front-end pages to present goods and locations with Material UI and Bootstrap

Student Intern for Software and Technology

Sept. 2020 - Aug. 2022

The V-ROOM Lab XR Team, University of Nottingham

- One pending patent, one innovational software for education purposes with immersive technology (XR), and awarded the University of Nottingham Vice-Chancellor's Medal, reported by 39 news pieces with 271 M reach
- Created and developed multi-player customization scene, movement and objects sync features for PC and STEAM
 VR by RPC and improved the course evaluation from 3.8 to 4.6 in C# and Photon Engine
- Built moving, game, and interaction in the STEAM VR, and GOOGLE VR with Unity in MVC pattern
- Coached STEM Programming Summer School and faculty training workshops each over 50 people

Student Team Leader

Sept. 2020 - Apr. 2021

Distributed Road Network Monitoring System Group Project

- Led a team of five in **Agile** to deliver a distributed system to monitor daily road conditions with Web (**cloud computing**) and mobile application (**crowd sensing**), rated 4.8/5.0 by stakeholders
- Designed and implemented the road condition evaluation algorithm using Python with 91% accuracy
- Introduced back-end RESTful APIs and locking to support 200 JSON concurrencies in Django
- Developed cross-platform mobile applications in MVVM and Flutter with Dart to collect users' data and communicate with the server. Saved 60% of computing resources and networking bandwidth
- Built full-stack unit test and CI/CD with GitLab Docker, Shell script, and XML

Research Assistant

May - Sept. 2020

Efficient Reliable Machine Learning Methods Project, University of Nottingham

- First authored one working journal paper, An Empirical Study on Overlapping Techniques for Data-Efficient Inductive Conformal Prediction for Reliable Machine Learning
- Proposed and implemented a data sampling algorithm for reliable machine learning predication with 54% upgrade in accuracy and 16% in efficiency with Python, Scikit Learn and TensorFlow
- Proposed and proved with theoretical and empirical analysis the relationship among conformal predictor three data sets with Python, Scipy and Statsmodel

Project

Augmentation Techniques for Drift in Time-series Modelling

Jul. 2021 - May 2022

- Created large-scale databases for financial time-series data with ∼2 bn data points with Spark and SQLAlchemy
- Surveyed credit risk models in Gradient Boosting, Neural Network algorithm with Python, NumPy
- Proposed data augmentation algorithms against distribution drift over time, and improve the AUC of ML models from 0.73 to 0.85 with **LightGBM** under various economic factors

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, JavaScript, CSS/HTML, SQL, Shell, PHP, OCaml, Haskell, Dart, MIPS Frameworks: Node.js, React.js, Django, Unity, Maven, Docker, PostgreSQL, Spark, Shell, PyTorch, Scikit Learn, JUnit, MongoDB, Bootstrap, Material UI, SQLAlchemy, MVVM