

# Haoran DU

U2 Computer Engineering  
Montreal

I'm passionate about conducting research after my undergraduate study, especially about applying machine learning to the problems in impactful areas, such as medicine, robotics, and communications.

Active developer @ McGill Robotics since 2018. Also proficient in English and Mandarin Chinese.

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[du-hr](#)



Video Games



Drawing



## Experience

### Research Assistant

Nokia

June 2019 - August 2019

Assisting research & development of Nokia's 5G technology.

### Software Developer

McGill Robotics

September 2019 - Present

In charge of updating the software system used for computer vision of McGill Robotics team's Gooney-3 drone.



## Education

### Bachelor of Engineering

since September 2017

Major in Computer Engineering, McGill University.

## <> Projects



### Block 223

Java | UML

Supervised by Prof. Gunter Mussbacher, this is a fully playable brick breaker game modelled using MVC principles, UML, and using Java Applet and Swing packages for the UI. Placed No.4 out of 30 teams in the final competition in W2019.

<https://github.com/du-hr/Block-223>



### CooLearn

Java | Vue.js

Supervised by Dr. Marwan Kanaan for ECSE 321 in F2019, CooLearn is consisted of frontend & backend development of website and Android app. Various build tools were used extensively from the beginning.

<https://github.com/du-hr/CooLearn>



### GameTree AI

Python

Developed during the code.jam(2019) hackathon, it uses ID3 Decision Tree model to accurately tell the difference between a customer of the high potential of making an in-app purchase of a mobile game with the other users. Placed No.3 in the sponsored category division.

<https://devpost.com/software/gametreeai>



## Skills

Java

Python

C/C++

LaTeX

ARM Assembly

VHDL

HTML5

CSS3

JavaScript

Vue.js

Bash

Linux

Android



## Contributions