# BINGFENG SHU

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## PROFESSIONAL SUMMARY

Graduate student seeking Software developing position as full-time or post-graduation internship working in the fields of machine learning, artificial intelligence and data mining in a corporation or research institution. Utilizing strong technical and team-based project management experience applied to cutting-edge innovation. Willing to relocate.

## EDUCATION

**Washington University in St. Louis, MO**                         Aug 2014 – May 2016

- Master of Science in Electrical Engineering, GPA: 3.39/4.00
- Certificate in Data Mining and Machine Learning
- Relevant Coursework**:** Advanced Algorithms, Object-Oriented Software Development Laboratory, Data Mining, Artificial Intelligence, Machine Learning, and more

**Beihang University of Aeronautics and Astronautics, Beijing, China**                         Sep 2010 – Jun 2014

- Bachelor of Science in Electrical and Information Engineering, GPA: 3.6/4.0

## TECHNICAL SKILLS

**Proficient:** JAVA, Matlab, Python, Machine-learning, Data Mining, Artificial Intelligence

**Familiar:** C++, C#, Visual Basic, SQL, Linux, Max OS, Unix, Android Development

## PROFESSIONAL EXPERIENCE

**China Telecom, Yunnan Province, China**                         Jun – Sep 2013

Intern at Customer Support Department

- Provided technical help to service distributors on SQL database.
- Maintain and update database for customers.

## PROGRAMMING / PROJECT EXPERIENCE

**Image Classification, Machine Learning (Washington University in St. Louis)**                         Feb – May 2016

Student Designer

- Implemented bagged and boosted decision tree (Matlab) classify different kinds of images.
- Achieved average 90% percent accuracy beating the professor's implementation.
- Algorithms include K-nearest neighbors, Logistic Regression, Support Vector Machine, Decision tree, etc.

**Data Clustering, Data Mining (Washington University in St. Louis)**                         Feb – May 2015

Team Leader (Group of three)

- Worked in a team to cluster a big dataset which has hundreds features of each data.
- Optimized and pruned the database to reduce running time.

**The Pac-Man projects, Artificial Intelligence (Washington University in St. Louis)**                         Feb – May 2015

Student Designer

- Implemented (Python) machine learning algorithms to control Pac-Man behavior in Pac-Man game.
- Finished AI that achieved a score ahead of 90% classmates and 3 professors.
- Algorithms implemented: DFS, BFS, A* search, Adversarial search, Q-learning, etc.

**Database Monitor Program, General Programming (Beihang University)**                         Feb – May 2013

Developer

- Implemented a monitor on a SQL database and list new error messages updated in the database.
- Alert via text message if no human respond received.
- Used Visual Basic .NET, SQL, Mobile phone Text message API.