HANZHANG CHEN

A software engineer passionate about artificial intelligence

PROFILE

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lemonchan13

SKILLS

PROGRAMMING

C/C++ Git

Java SQL

Python Lua

JavaScript Node

PHP HTML/CSS

Matlab/Octave R

LANGUAGE

Mandarin Chinese English

ETHICS & LEGAL

Utilitarianism Deontology

Intellectual Property

Fair Use

HONORS

GOLD MEDAL

NOIp, 2008

DEAN'S LIST

Volgenau School of Engineering, George Mason University, Spring 2013



EDUCATION

2013

Bachelor of Science in Computer Science

George Mason University, VA, USA

2014

Bachelor of Science in Computer Science

Southwest Jiaotong University, Sichuan, China

2015

Machine Learning Certificate

Stanford Online, Coursera.org

2015

The Data Scientist's Toolbox Certificate

Johns Hopkins Online, Coursera.org

2016

Algorithms: Design and Analysis Certificate

Stanford Online, Coursera.org



EXPERIENCE

Present

Devision Director

MONSTAR LAB

Responsible for directing the newly formed Creative Lab Chengdu devision. This devision serves as an internal facility that researches emerging technologies and trending topics in IT industry, and provides technical support to general development devision in the company. The director's work includes browsing and researching IT trends and technologies, designing applications using research results, composing project proposals, and project management once being approved by the CEO. Sometimes taking part in development.

2015

Project Manager

MONSTAR LAB

Responsible for managing projects, including effort estimations, scheduling, and progress control; planning and brainstorming new projects using techniques such as machine learning; partially responsible for new employee orientations and team building processes.

2015

Level Designer | User Experience Designer

FANGTSUN GAMES

Responsible for creation of game levels from game stories and concepts; optimization of user experience by re-designing and tuning gameplay; also responsible for developing and managing company website.

2014

Software Developer

TILLER DIGITAL INC. (TAC MARKETING INC.)

Responsible for server side development and trouble shooting webistes and web services, and managing customized CMS databases.

2013

Undergraduate Teaching Assistant

GEORGE MASON UNIVERSITY

Responsible for consulting young computer science students with programming difficulties and assisting graduate teaching assistants with class lab sessions.

2012

Lead Program | Lead Design | Producer

RUN EASON RUN!

Individual game development project. Designed and prototyped the game story and the gameplay, polished and published the complete version of the game cooperating with two other team members.