

HANZHANG CHEN

A software engineer passionate about artificial intelligence

PROFILE

- +86-186-2829-0813
- hchen13@masonlive.gmu.edu
- <https://cn.linkedin.com/in/hchen13>
- 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.