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Education

University of Wisconsin - Madison

Aug 2019 – May 2021

- Master of Science in Data Science.

University of California - Berkeley

Aug 2018 – Dec 2018

- Exchange student for fall semester. Overall GPA: 3.89/4.0.

Xiamen University

Aug 2016 – May 2019

- Bachelor of Economics in Economics Statistics. Overall GPA: 3.60/4.0.

Skills

- **Programming:** Python (scikit-learn, TensorFlow); C/C++; R; SQL (PostgreSQL); NoSQL (Redis); JSON; Java (JStorm, SpringBoot); C#; Hadoop; Hive; ZooKeeper; Kafka; PHP;

Experience

Big Data Engineer, Intern

Midea

Jun 2019 – Aug 2019

At AIoT team in SDA division

- Implemented models such as SVM, LDA, GBDT, xgboost, and deep learning models like LSTM, where the best model reached over 80% accuracy on predicting the function that the user will use next.
- Produced real-time data visualizations and backend APIs for the Product team with Spring Boot.
- Re-designed the logistic for data entry as well as the schema of the database, which reduced 95% of the time in data cleaning for routine needs.
- Implemented the new design with Kafka, JAVA (JStrom), Redis, and PostgreSQL (all of these were just learned by self-teaching).

Student Developer

Google Summer of Code

May 2018 – Aug 2018

For CERN

- Improved data structure with C++ by implementing new API and multi-thread, which accelerated 3 times for 4-core CPU on large test data.

Tech Lead

China's Prices Project (QuantTide Inc.)

Sep 2016 – Sep 2017

A student-formed research group which after turned to a startup that focusing on data needs on-campus research.

- Developed crawlers to collect web product information from several popular e-commerce platforms daily with Python, HTML, and JSON. And analyze such as price and sales to study e-commerce pattern
- Reduced 70% of work for operation by constructing a simple distributed task system with the basic socket in Python which managed all servers. (https://github.com/xmucpp/cpp_fsystem)

Awards

- **Golden prize, Collegiate Computer Systems & Programming contest (Oct 2017):** Won the gold medal (top 10%) out of 400 final contestants (which were selected out of 30,000+). (National competition)
- **First prize, National Olympiad in Informatics in Provinces (2014,2015):** Won first place in the province and was selected into the province team (5 members) for the national final. (Using C++)

Projects

Android AR Scene Text Recognition/Translation

Apr 2017 – Apr 2019

- Based on instant scene-text recognition and detection algorithms in deep learning. Mainly use Tesseract.
- Enhanced algorithm and accelerated it from 4 to 15 FPS by introducing a comparison of directed squares.

Mouse Galore

Sep 2018

- At Bear Jams (A game jam hosted by GDD@Berkeley). Participated as the main programmer with Unity and C#. Developed most functions including moving, jumping, environmental interaction.