

Siyu Chen

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Education			
2017/09-2018/08	Carnegie Mellon University <ul style="list-style-type: none">GPA: 3.92 (Area of focus: Educational Technology)	Human Computer Interaction	M.S
2013/09-2016/12	University of Wisconsin-Madison <ul style="list-style-type: none">GPA: 3.82 (Graduate with distinction)	Computer Science	B.S
Recent Courses			
2018/05-2018/08	Capstone Project <p>Implemented an adaptive learning system that builds personalized learning path for each individual student by using the Bayesian-Knowledge Tracing algorithm. The website was implemented using Angular 6, Spring Boot & MongoDB, served on Ali Cloud.</p>		
2018/02-2018/05	Interactive Data Science <p>Implemented "Dota2 Prediction", a website that predicts the winning side of Dota2 match using machine learning model (Logistic Regression). The website was implemented using JavaScript and Python, served with flask, published on Heroku.</p>		
2017/09-2017/12	Crowd Computing <p>Built the front-end of "Crowd Translator", an app based on the idea of Crowdsourcing that achieves the translation of images, texts or audio using human Intelligence. The app was implemented using Ionic 3.</p>		
Interns			
2017/05-2017/08	Microsoft (Asia-Pacific) team VS China Software Engineer Intern <ul style="list-style-type: none">Participated in the development of Azure IoT Developer Kit (Arduino) under Windows, Linux and MacOS system.Won the second prize of Microsoft Hackathon in Shanghai: Built an intelligent Medical Kit/Case by implementing an app using ionic3 which interacts with the Developer Kit through Azure IoT hub. The medical kit utilizes the magnetic sensor to detect the status and upload in real time. The app controls the alarm time/settings and updated correspondingly to the kit.		
2017/02-2017/05	Shanda Games team Legend Studio Game Server/Delphi Developer Intern <ul style="list-style-type: none">Participated in the "The World of Legend H5" Server (Back-end) development: including the implementation of game logic, game log record and scripts.Fully Learnt the infrastructure of Database Server and Game Server, including the multi-thread processing and messaging, implementation of main classes and inheritance, and the package transmission between client and server.		
Skills			
<ul style="list-style-type: none">Java, C/C++, JavaScript, TypeScript Specialty Familiar with Delphi, MatlabIonic 3 and Angular 6 (HTML5, TypeScript, CSS) full experienceCocos2dx & Cocos Creator game development experienceArduino development (C programming), Breadboard extension & Printed Circuit Board built experienceDynamic website implementation experience with Spring Boot (Java), Mongo Database, MySQLWindows, Linux and MacOS development experienceStrong design skills: Adobe Illustrator, Photoshop, Sketch, Low-fi & Hi-fi prototype design			