Zhengyan Lyu

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EDUCATION:

Brown University, *Providence, RI*   Expected: May 2022
- Science Master in Computer Science
- Coursework: Learning with limited labeled data, Database Systems, Theory of Probability

Villanova University, *Villanova, PA*   August 2017-May 2020
- Bachelor of Science in Computer Science   Minor: Mathematics
- Coursework: Database Systems, Advanced Algorithms, Deep Learning, Linear Algebra, Computer System, Programming Languages, Theory of Computability, Software Engineering
- Major GPA:3.84; Overall GPA: 3.63

SKILLS:

- **Programming languages:** Familiar with **Python** (3 years+), **Java** (3 years+), **JavaScript** (2 years+). Experience with Oracle SQL, Delphi, Html, CSS, Lisp
- **Technical skills**: **Git**, **Linux**, **Vue.js**, **Pytorch**, Node.js, Scikit-learn, SVN
- **Languages:** Native in Chinese, Intermediate in Japanese

WORK EXPERIENCE:

Shengqu Gaming Software Engineering Internship, *Shanghai*   July 2020-present
- Independently developed both front end and back end of game master systems for two mobile games
- **HTML/CSS** and **JavaScript** with **Vue.js 2.0** framework at front end, **Node.js** framework at back end, **MongoDB** for database management system
- Refactored part of the code base with **Vue Router** and **ViewUI** toolkit and packaged **Vue** components to replace old duplicated code for better code readability and modifiability

PROJECT AND RESEARCH EXPERIENCE:

Computer Vision Deep Learning Research Assistant, *Villanova, PA*   May 2019-August 2019
- Constructed a weapon detection model based on Faster R-CNN model in **Python** with **Pytorch** library
- Implemented the model on preprocessed weapon datasets by transfer learning and fine-tuning
- Presented the poster with the **95%** accuracy model at Villanova University in September 2019

Software Engineering Final Project, *Villanova, PA*   March 2019-May 2019
- Designed and created a music generation application that allows user to generate music based on their preference parameters and random seeds in **Java**
- Worked in a group of four with **Agile/Scrum** methodology and **Git** version control system

Webpage Data Inquiry System, *Villanova, PA*   September 2018-December 2018
- Designed login and search user interfaces in **HTML/CSS** and **JavaScript**
- Stored data with **MySQL** relational database system using phpMyAdmin administration tool
- Edited all code on **Linux** Raspberry Pi remotely and ran **Apache** HTTP Server

Recommendation System Machine learning Final Project, *Villanova, PA*   September 2018-December 2018
- Built a restaurant recommendation system with in 8 cities with **Scikit-learn** using Yelp dataset
- Combined both supervised learning (Random forest/Decision Trees/SVM) based on past experience of similar users and unsupervised learning (Clusterings) based on the attributes of restaurants.
- Designed a user interface for customized parameter input in **Html** and **JavaScript**

CONTESTS AND ACTIVITIES:

Programming Contest Team, *Villanova, PA*   September 2017-May 2020
- **15th** place in **ICPC** Mid-Atlantic Region 2019, **2nd** place on Wilkes University site
- Hosted internal programming contest and presented solutions to team members in meeting every week