**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