Yuwei **Jiao**

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Education

Computer Science, Thesis Based, Aritificial Intelligence Group
University of Waterloo

CANDIDATE FOR MASTER OF MATHEMATICS, AVERAGE GRADE: 86/100
2016. 9 - Exp. 2018. 4

- Algorithm Design & Analysis, Software Engineering for Big Data, Modern Data Processing Systems, Applied Computer Vision for Human-Computer Interaction, Affective Computing

Computer Science
University of Waterloo

EXCHANGE PROGRAM, AVERAGE GRADE: 90/100
2015. 9 - 2016. 4

- Introduction to Artificial Intelligence, User Interface, Introduction to Database Management, Distributed Systems, Numeric Computation For Financial Modeling

Computer Science and Technology
Tsinghua University

BACHELOR OF ENGINEERING, AVERAGE GRADE: 86/100
2012. 9 - 2016. 7

- Introduction to Machine Learning, Introduction to Artificial Intelligence, Artificial Neural Networks, Fundamentals of Computer Graphics, Software Engineering, Operating Systems, Theory of Computer Network

Skills

Interest Areas   Artificial Intelligence, Machine Learning, Neural Network, Distributed System, Big Data, Data Mining
Programming   C/C++, Java, Python, Matlab, Javascript, HTML5, CSS, Bootstrap, PHP, SQL, jQuery, Jekyll, Hadoop, Spark, OpenCV
Dev Tools   Windows, Linux/Unix, Mac OS, Vim, Sublime, Bash, Git, SVN, Latex, Markdown, TensorFlow, Caffe

Experience

University of Waterloo
Waterloo, Canada

GRADUATE COURSE PROJECT, SUPERVISED BY PROFESSOR SEMIH SALIHOGLU
2016. 9 - 2016. 12

- Trained a **convolutional neural network** on large-scale data processing systems and generated artistic style images with extracted content/style features.
- Constructed the neural network with **TensorFlow** and processed on **Spark** or **PowerGraph**. Compared the two distributed data processing systems, mainly on computation efficiency, dataset scalability and fault tollerance.

xuetangX.com
Beijing, China

RESEARCH INTERN, DATA MINING GROUP
2016. 5 - 2016. 8

- Built a system to segment course subtitles into multi-paragraph subtopics using natural language processing techniques, including **texttiling and n-gram algorithms**.
- Mapped after-class exercises to each subtopic using several classification algorithms including **Bayesian, SVM and KDD**.

University of Waterloo
Waterloo, Canada

UNDERGRADUATE RESEARCH ASSISTANT, SUPERVISED BY PROFESSOR JESSE HOEY
2016. 1 - 2016. 5

- Research: Social Dilemmas - From Rational to Human Perspectives.
- Started from a purely rational standpoint to human solutions in game theory. Applied **humans' facial expressions, emotions** and **social interactions** to intelligent machine.
- Achieved 5% improvement over traditional strategies based on Iterated Prisoner's Dilemma Games.

Tencent
Shenzhen, China

SOFTWARE ENGINEERING INTERN
2015. 7 - 2015. 8

- Developed lightweight online poster maker application. Written in **php + SQL** on the server end and **HTML5 + CSS + Javascript** on the front end.
- A production-grade software using **Lithium MVC Framework**.

University of Melbourne
Melbourne, Australia

UNDERGRADUATE RESEARCH ASSISTANT, SUPERVISED BY PROFESSOR RUI ZHANG
2015. 1 - 2015. 2

- Proposed a new method to Suffix Tree optimization by updating path between activated nodes and ending nodes in **Suffix Tree** to improve update efficiency.
- Won prize in "Data Analytics, Information Retrieval and Algorithms" in the final evaluation.