

Yuwei Jiao

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Education

Computer Science

University of Waterloo

EXCHANGE PROGRAM, AVERAGE GRADE: 94/100

2015. 9 - 2016. 4

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

Computer Science and Technology

Tsinghua University

CANDIDATE FOR BACHELOR OF ENGINEERING, AVERAGE GRADE: 86/100

2012. 9 - Exp. 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

Experience

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 and the evolution of cooperation. Completed a paper review based on twelve related publications in biology, psychology and computer science area.
- Apply humans' emotions and social interactions to intelligence machine. Test on Iterated Prisoner's Dilemma Game. Better performance than traditional tit-for-tat agent. Similar behavior graph compared with human players.
- Plan to hold a social dilemma tournament in October which invite people from any area worldwide to participate. Further exploration in human-computer Turing test where agents play Prisoner's Game based on human expression analysis.

Tsinghua University

Beijing, China

UNDERGRADUATE COURSE: ARTIFICIAL NEURAL NETWORKS

2015. 9 - 2015. 1

- Project: Pattern Recognition
- Implemented neural network models without the help of neural network tools such as Caffe or Theano to classify CIFAR-10 dataset of 60,000 color images in 10 classes.
- Applied neural network with fully connected layers(MLP) and convolutional neural network(CNN) to classify the images and received the accuracy rate of more than 90 percents and 70 percents respectively.
- Combined neural network with fully connected layers and support vector machine(SVM) to increase the accuracy rate by 5 percents.

Tsinghua University

Beijing, China

UNDERGRADUATE COURSE: INTRODUCTION TO MACHINE LEARNING

2015. 2 - 2015. 6

- Project: Decision Tree Algorithm
- Implemented decision tree to help bank decide whether a person's income exceed a certain amount based on related data.
- Handled missing data and numerical attributes differently and properly with C4.5 decision tree algorithm. Trained a post-pruned decision tree to avoid overfitting problem. Received an accuracy rate of more than 85 percents.

Tencent

Shenzhen, China

SOFTWARE ENGINEERING INTERN

2015. 7 - 2015. 8

- Developed Online Poster Maker Application. Written in php + SQL on the server end and HTML5 + CSS + javascript on the front end. Implemented in Lithium MVC Framework. Added animation effects and background music to make posters more attractive.
- Enabled users to create a series of posters easily with provided templates for specific scenes, generate web pages and share with friends and teammates online. Could be used as lightweight PowerPoint in life and work.
- The application is now used for official accounts management supported by Wechat(one of the popular social applications in China).

Skills

Programming C/C++, Java, Python, Matlab, Javascript

Web Development HTML5, CSS, PHP, SQL, Django, jQuery

Languages Mandarin, English

Awards

2015 **University of Waterloo / Tsinghua University Award**, Exchange Program

Waterloo, Canada

2015 **University of Melbourne Award**, Summer School Program

Melbourne, Australia

2014 **The Learning Progress Award in Tsinghua University**, Top 30%

Beijing, China