Yuhang Jin

yuhangjin1999@outlook.com | 213-574-5319 | LinkedIn | GitHub

EDUCATION

University of Southern California January 2022 - Present

- **Master in Computer Science, GPA 4.0** Los Angeles, CA
- Member of Computer Science MS Honor Program
- Course Producer of Analysis of Algorithms
- Relevant Coursework: Introduction to Programming Systems Design, Analysis of Algorithms, Applied Natural Language Processing, Advanced Mobile Devices and Game Consoles, Operating System, Information Retrieval and Web Search Engines

Zhejiang University (ZJU) August 2017 - June 2021

- **Bachelor in Chemistry, GPA 3.77** Hangzhou, China
- Honors & Rewards: Second-class Freshman Scholarship, Title of ZJU Outstanding Student, ZJU Five-Star Volunteer
- Relevant Coursework: Discrete Mathematics, Object-Oriented Programming, Fundamentals of Data Structures, Database System, Operating System, Computer Networks

TECHNICAL SKILLS

- **Programming Languages** Java, Python, C/C++, C#, JavaScript, Dart, HTML, CSS, SQL, Scala, XML, JSON
- **Libraries, Tools & Frameworks** Git, Spring Boot, Flutter, MongoDB, MySQL, Maven, Spring, Hadoop, Spark, Hive, Unity
- **Operating System** Linus, Windows, MacOS

WORK & EXPERIENCE

Big Data Innovation Training Camp, Shanghai Jiao Tong University August 2019 - September 2019

Developer Shanghai, China

- Preprocessed data by filtering out meaningless attributes to the predictive model using NumPy, pandas, missingno libraries from python.
- Deeply analyzed and classified transaction data of stock exchange over a period by applying Random Forest algorithm and GBDT algorithm using Spark.
- Predicted which users likely had credit crisis from transaction information and visualized results by showing distribution of analysis result population compared to dimensions of age and region.
- **Technology**: Hadoop, Spark, Hive, python

ACADEMIC PROJECTS

Movie Script Generator September 2022 - December 2022

- The project utilized the Cornell Movie-Dialogs Corpus as the dataset, and it is to create a movie script generator by fine-tuning the existing NLP models like sequence to sequence, GPT-2 and T-5 to improve the efficiency of film creation.
- The results show that transformers can greatly benefit movie script generation, and the project has implications for chatbot training, automatic generation of movie dialogues, and other fields such as education and entertainment.
- **Related NLP Models:** Sequence-to-Sequence, GPT-2, T-5

Game Design Project (GitHub) September 2022 - December 2022

- Led a ten-people team to design a 2D single-player puzzle shooting game using unity and C# from game design, game implementation, game optimization to UI and tutorial design as a team leader.
- Optimized our game during the production process based on the questionnaires we received from more than 150 players, and finally received a favorable rate of more than 80%.
- **Technology**: Unity, C#, **Playable Link** (WebGL)

Data Pipeline Project May 2022 - September 2022

- Developed a framework (data pipeline) based on low-code and FAAS design concepts using JDBC, JSON, Spring Boot and Maven under a big data environment.
- Scheduled each task like Hive query, Spark and HDFS copyToLocal to be executed periodically and sequentially using Quartz framework.
- Helped users like Data Scientists/Analyst to program the execution sequence, time interval, logical order, dependencies including Hive, Spark, Python and SQL command by using this framework.
- **Technology**: Spring Boot, Hadoop, Hive, Spark, maven, Quartz, Java Reflection, JDBC, JSON

Database Design and Implementation Project (GitHub) April 2020 - June 2020

- Designed a compact single-user SQL Engine using C++, allowing users to create and delete tables by entering SQL statements through a character-based interface for simplified database management.
- Added functions including index creation, deletion, as well as table record insertion, deletion, and search.
- Architected and implemented the index manager module, creation and deletion of B+ Trees, B+ tree based equivalent queries, key value insertion and deletion, and the corresponding external interface.