

Andy Zhang

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EDUCATION	Cornell University B.S., Computer Science // Minor, Electrical Engineering <i>Relevant Coursework: Honors Data Structures // Signal Processing // UNIX Scripting // Functional Programming</i> <i>Concentrations: Data-Intensive Computing, Signal Processing</i>	2016 – 2019
EXPERIENCE	Computer Vision Intern SRI International <i>Responsibilities include developing and testing algorithms for Simultaneous Localization and Mapping (SLAM) using ROS and Python. Also wrote a program to detect, identify, and extract facial features of people in a given video. Used Docker to make software cross-platform.</i>	Summer 2017
	Computer Vision Developer Cornell Unmanned Air Systems (CUAir) <i>CUAir is a project team that designs, builds, and tests an autonomous aircraft system for the Student Unmanned Air Systems (SUAS) Competition. Currently working on detection, segmentation, and classification modules as part of the Computer Vision subteam.</i>	2016 – present
	Morphometrics Research Intern University of California, Santa Cruz <i>Researched the trends in the morphology of nautiloids and ammonites using Fourier analysis and Principal Components Analysis. Conducted under the supervision of Prof. Matthew Clapham and mentor Dan Killam.</i>	Summer 2015
PROJECTS	modemo (in progress) <i>Web application using NLP to detect and quantify political bias in articles. Made with Python, React/JS, Keras, and Theano.</i>	Summer 2017
	baeML <i>Web application using NLP to offer personalized content designed to counteract the echo-chamber effect of social media. Key components include a React frontend, Skip-gram learning model, database, and webcrawler. Made with Python, React/JS, and Tensorflow.</i>	Summer 2017
	Cell_ID <i>Computer vision project using OpenCV and Python to process images of white blood cells and classify them as one of five types to detect and diagnose blood-related diseases.</i>	Spring 2017
	Critter World <i>Simulation of a world with "critters" modeled by a custom language, compiler, interpreter, and GUI. The world is maintained by a server, and multiple clients connecting to the world can request updates to the world state, which is tracked by a diff. Made with Java.</i>	Fall 2016
SKILLS	Languages <i>Java (5/5), Python (4/5), Javascript (3/5), HTML/CSS (3/5), MATLAB (3/5), R/RStudio (2/5)</i>	
	Software and Tools <i>Git, Linux, UNIX</i>	
	Software Libraries <i>OpenCV, Scikit-learn, Tensorflow, Django, PostgreSQL, ROS</i>	