Mu-Fan (Leo) Weng

International Student (F-1 Visa)

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OBJECTIVE

Adaptable, passionate fourth year student at Georgia Tech majoring in Computer Engineering and minoring in Computational Data Analysis. Solid programming skills encompassing front-end, back-end, and data science. Seeking an internship or full-time position for Summer 2019.

EDUCATION

Georgia Institute of Technology   Atlanta, GA
B.S. Degree, Computer Engineering   Aug. 2015 – present
Minor in Computer Science (Computational Data Analysis)

- Current GPA: 3.44
- Expected Graduation: May 2019

WORK EXPERIENCE

Merchant e-Solutions   Atlanta, GA
Software Engineering Intern (Testing/QA)   May 2018 – August 2018

- Completed automated regression suite on a web-based portal allowing merchants to process payments for their customers and saved time in running 110+ test cases
- Created and updated test cases for portal using Selenium and TestNG to ensure product quality
- Reorganized and improved project structures in Jira for increased productivity

Thinkpower Information Corp.   Taipei, TAIWAN
Database Software Intern   June 2015 – July 2015

- Coordinated project to create FAQ database to increase productivity by reducing search time
- Handled details in web design formatting for user accessibility with HTML and CSS
- Managed and maintained database with MySQL and jQuery

Williams Whittle   Alexandria, VA
Advertisement Intern   May 2015

- Compiled client data for analysis and meeting deadlines efficiently
- Collaborated to prepare and present pitches for upcoming projects
- Praised by project manager for work efficiency and diligence

ACTIVITIES

- Member, Georgia Tech Club Volleyball   Fall 2017 – present
- Member, Theta Chi Fraternity   Fall 2016 – Fall 2017
- **Business Manager**, Sympathetic Vibrations (All-Male Acapella Group)   Spring 2016 – Fall 2017

AWARDS

- **2nd Place**, International Championship of Collegiate A Cappella, South Semifinals   Spring 2017
- **1st Place**, International Championship of Collegiate A Cappella, South Quarterfinals   Spring 2017
- Randolph Fairfax Medal for Character, Conduct, and Scholarship   Spring 2015
- Alexander Jennette Johnston Award for Excellence in Performing Arts   Spring 2015

SKILLS

Programming	Java, Python, MATLAB, C, C++, HTML, PHP, CSS, JavaScript, Assembly (MIPS), SQL, jQuery, Hadoop, VHDL
Hardware	Oscilloscope, Logic Analyzer, NI myDAQ, mbed
Software	Microsoft Office: Word, Excel, Powerpoint; Lightworks, Quartus II, Linux
Languages	Mandarin Chinese (completely fluent), French (elementary proficiency)
Communication	Technical Writing, Project Management, Public Speaking, Stage Performance

PROJECTS

Data and Visual Analysis   Fall 2017

Analyzing and visualizing data via various methods and tools
- Collected and visualized Twitter data by using Python and Twitter API
- Organized and manipulated data into database using SQLite
- Visualized data and designed graphs using D3 and JavaScript
- Created MapReduce applications with Hadoop and Pig for big data processing

MARTA Database Project   Fall 2017

Create web application to implement database on back-end and UI on front-end
- Created web application using PHP and CSS in coordination with database manipulation and organization using phpMyAdmin and SQL

Doombots   Fall 2016

Object detection using ultrasonic rangefinders on the DE2Bot
- Designed and programmed a modified AmigoBot using Assembly (MIPS) and Quartus II program
- Collaborated with team of four to achieve the objective of detecting and locating objects in an arena

Missile Command   Fall 2016

Recreation of Atari's popular Missile Command video game
- Designed and recreated Missile Command's basic features on the mbed using C
- Added extra features in game sprite design and in-game navigation to enhance user experience

RELEVANT COURSEWORK

Digital Design Laboratory

Design and implementation of digital systems, including a team design project. CAD tools, project design methodologies, logic synthesis, and assembly language programming. Included a team design project.

Introduction to Artificial Intelligence

An introduction to artificial intelligence and machine learning. Topics include intelligent system design methodologies, search and problem solving, supervised and reinforced learning.

Introduction to Perception and Robotics

Covers fundamental problems and leading solutions for computer and robot perception and action from the point of view of autonomous robot navigation. Included team lab projects.

Machine Learning

Machine learning techniques and applications. Topics include foundational issues; inductive, analytical, numerical, and theoretical approaches; and real-world applications. Included a team research and design project.

Machine Learning for Trading

This course introduces students to the real world challenges of implementing machine learning based strategies including the algorithmic steps from information gathering to market orders.

Knowledge Based AI

Structured knowledge representation; knowledge-based methods of reasoning and learning; problem-solving, modeling and design.