

Pinhao Lyu

✉ lph.msapply@outlook.com ☎ (+86) 177-0689-7657 🐙 github.com/lphlch

🌐 [linkedin.com/in/pinhao-lyu-27519b276](https://www.linkedin.com/in/pinhao-lyu-27519b276)

🎓 Education

Tongji University, Shanghai, China

Sep 2020 — Jul 2024

Bachelor of Engineering in Computer Science and Technology

CGPA: 4.73/5.0 (92%), **Major GPA:** 4.90/5.0 (94%)

Relevant Courses: Computer Architecture, Computer Network, Artificial Intelligence, Software, Engineering, Operating Systems, Principles of Compilers, Methodology of Software Development

Honors: 2020 and 2021 scholarships for excellent undergraduate students of *Tongji* University



Internships

Cisco Systems

Apr — Sep 2023

Software Developer Intern

- Created efficient data crawling scripts using *asyncio* and *aiohttp* to facilitate concurrent operations at the *coroutine* level, improving data acquisition and processing efficiency. Deployed a robust website using *Django* and an intuitive dashboard to streamline content management and improve user experience
- Collaborated with cross-functional teams for seamless integration across business groups

SAP

Oct 2023 - Present

DevOps Support Engineer Intern

- Implemented and managed a set of automation solutions to support process automation for services catering to the development community and stakeholders in SAP and its customers
- Analyzed, trouble-shooted, and supported various production components in automation landscape



Research experience

3D Tunnel Leakage Assessment through Enhanced GAN and Swin Transformer Model

Python, Pytorch

Sep 2022 — Feb 2023

- Sourced tunnel face images from various projects and improved dataset management by optimizing a Generative Adversarial Network (GAN) model
- Created a robust tunnel leakage detection and segmentation system using self-attention Deep Learning (DL) models built on the innovative *Swin-Transformer* architecture
- Contributed to introducing an automated procedure for pinpointing 3D leakage locations on rock tunnel faces, enabling suitable visualization



Projects

House Price Visualization Information Platform

Oct 2022 — Jan 2023

Python, Django, MySQL, HTML+CSS+JavaScript, Bootstrap, Docker

- Developed an online information visualization platform offering a dynamic heat-map view of house prices and surrounding amenities, improving user accessibility
- Collected and cleaned public house pricing data using web crawlers and *MySQL* database for efficient

retrieval and used HTML, CSS, *JavaScript*, and *Bootstrap* framework for creating a front-end interface

- Implemented an interaction between user inputs and the database through *Django's ModelForm*, creating customized CSS styling, data validation, and comprehensive error display
- Improved UI/UX via asynchronous data submission using *Ajax* technology, supporting seamless data interaction, integrating *Baidu Maps* interface for visualizing house prices data geographically
- Deployed the app using *Docker* containers, ensuring effective distribution

Gobang Minigame

Apr — Jun 2022

Python, PyQt

- Developed a *Gobang* mini-game using *Python* in *PyQt* framework, featuring an AI opponent empowered by the *Alpha-Beta Pruning* algorithm. The game's primary attributes include human-computer gameplay mode, incorporating automatic win/loss determination and the *undo-moves* feature.
- Leveraged multithreading to ensure smooth gameplay by preventing interface freezes during AI-based computations and optimized through improved cache hit rates, leading to 3x improvement in efficiency.

FPGA-based 79-key Electronic Piano with Autoplay and GUI

Nov 2021 — Jan 2022

Verilog HDL, Vivado

- Implemented a 79-key piano using *Verilog HDL* on the *Nexys4* FPGA board and tested it via *Logisim*, *Modelsim*, and *Vivado*
- Developed features like manual and automatic play, pitch and tempo adjustments, and a user-friendly GUI, which incorporated a display, keyboard, and *buzzer* for a complete UI/UX
- Created four integral piano components: an input and decoding system, a dynamic display system, an immersive buzzer system, and an inbuilt track playback mechanism

Curriculum Information Import Script

Jan — Feb 2021

JavaScript

- Designed an automated tool to integrate course schedules from *Tongji* University's Academic Affairs System into a mobile course schedule app
- Adapted *JavaScript* code to interface with the *Tongji* University Academic System via the API, ensuring seamless data exchange. Devised an intelligent mechanism to retrieve and process course schedule information by parsing HTML content from webpages, streamlining data import
- Significantly reduced data entry time from 10 minutes to 30 seconds, improving user efficiency and facilitating 900+ users



Skills

- **Programming Languages:** Skillful in *Python*. Familiar with *JavaScript*, *C++*, *Java*, *MySQL*
- **Frameworks:** Skillful in *Django*. Familiar with *Flask*, *React*, *PyQt*, *PyTorch*
- **Others:** Skillful in *Git* and *Microsoft Office*. Familiar with *Docker*, *Kubernetes*, *Linux*
- **Languages:** Chinese (Native), English (Fluent, **IELTS: 7.0**)



Trainings

- *IBM Full Stack Software Developer Professional Certificate*, Oct – Jan 2023 – Coursera
- *IBM DevOps and Software Engineering Professional Certificate*, Jan – May 2023 – Coursera