

WEIJIA LU

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EDUCATION

M.Sc. in Advanced Computing - Machine Learning, Data Mining and High Performance Computing

University of Bristol (QS ranking: 51)

September 2018 – November 2019 Bristol, UK

- Average GPA: 3.4
- Core Course: Machine Learning, Image Processing, Cloud Computing, Applied Data Science, Robotics, Bio-Inspired Artificial Intelligence

B.Sc. in Software Engineering

Shanghai Jiao Tong University (QS ranking: 59)

September 2014 – July 2018 Shanghai, China

- Average GPA: 3.3
- Core Course: Calculus, Data Structure, Algorithm, Software Engineering, Operating System, Computer Vision, Game Programming

PROJECTS

Huawei AI Hackathon: Semi-supervised Learning

Huawei 24h Hackathon – 3rd Prize

November 2019 Stockholm, Sweden

- A solution to training model from a big unlabelled dataset and a small labelled dataset – Using autoencoder to train feature selection on the unlabelled dataset, and enhance the CNN model.
- Keywords: Machine Learning, Autoencoder, CNN, Keras

SentiDash: The Social Media Sentiment Dashboard

Applied Data Science Project

March 2019 – May 2019

- SentiDash is a React-based online dashboard for companies to gain insight into their public sentiment
- Keywords: React, Sentiment Analysis, Data Science, Twitter

vChamber - synchronized video playback platform

Cloud Computing Project

December 2018 – January 2019

- <https://github.com/UoB-Cloud-Computing-2018-KLS/vchamber>
- Keywords: Scalability, Client-Server, Synchronization, Kubernetes

Can we predict air quality via Twitter?

Master Thesis

June 2019 – Ongoing

- Analyze the correlation of Tweets data and air quality sensor data
- Keywords: Twitter Crawler, Sentiment Analysis, Data Analysis

Dartboard Detector - based on Viola-Jones and Hough Transform

Image Processing Project

November 2019 – December 2018

- Using different computer vision techniques to detect the number of dartboards in an image
- Keywords: Viola-Jones Object Detector, Edge Detection, Hough Transform

Coverage Topic of Romi

Robotics Project

March 2019 – May 2019

- Covering a map via Romi robot by applying various coverage algorithm
- Keywords: C++, Romi, Robotics, Obstacle Avoidance

WORKING EXPERIENCE

Internship of Game Development

Giant Interactive Group Inc

Jul. 2017–Sep. 2017 Shanghai, China

- Develop a multiplayer online game
- Job responsibility: Unity Client, Frame Synchronization

STRENGTHS

Algorithm Leetcode: Top 7%

Machine Learning Cloud Computing

C C++ C# Python Javascript

LANGUAGES

Chinese(Native) ●●●●●

English(Fluent Communication) ●●●●●

HOBBY

Sports
Basketball, Karting, Badminton

Strategy Game
Seven Wonders, League of Legend, Mini-Metro