

Puran Zhang  
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## EDUCATION

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**Cornell University** SPRING 2017  
Master of Professional Studies (MPS), Information Science

**University of Richmond** SPRING 2016  
B.S., Mathematics & B.S., Psychology, Minor in Computer Science Mathematics GPA: 3.92/4.0

## RELEVANT COURSEWORK

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Operating Systems, Intro to Computer Graphics (2017 Spring) • Human-Computer Interaction • Natural Language Processing • Database System • Algorithms • Operations Research • Numerical Analysis • Abstract Algebra

**MPS Project - “Keep talking or explodes”,** 2016 FALL

- Led the team and built a real-time web-based [messaging app](#) with Node.js and Socket.io. The app allows Communication-study researchers to modify features such as “is typing” indicators.
- Designed the user interface of the messaging app with HTML5/CSS3.
- Modified the C# core code of the game [Keep Talking and Nobody Explode](#). This allows researchers to generate customized and constant bomb for studies.

**Natural Language Processing - QA System,** 2016 FALL

- Co-implemented a [question answering \(QA\) system](#) in Python.
- Responsible for detecting answer type with the usage of *Stanford NER tagger*.
- Responsible for integrating logistic regression model that trained and extracted candidate answers.

**Human-Computer Interaction - Food recommendation app,** 2016 FALL

- Led and managed the “User-centered design” process for designing a nutrition-based food recommendation app that followed the *CHI 2017* guideline.
- In charge of implementing Hi-Fi prototype using Sketch and [InVision](#).

## OTHER EXPERIENCE

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**Online RPG game,** 2016 SPRING - PRESENT

- In charge of implementing login/register page (check mal-input and interact with back-end database with PHP).
- Responsible for building partial battle page/functionalities with PHP and AJAX (mainly item system of users).

## ACADEMIC RESEARCH

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**Undergraduate Researcher,** Crawford Lab in Psychology, University of Richmond, 2014 SPRING - 2016 SPRING

- Implemented UDK scripts (Kismet), constructed and created virtual reality mazes in UDK for my research [navigation research project](#).
- Researched/implemented solution for nausea problems with first Oculus Rift Developer Kit (DK1).
- Created batch files and Arduino, and predigested the navigation research’s procedure.

## SKILLS

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Java, Python, SQL,  $\text{\LaTeX}$ , MATLAB, SPSS, git, Sketch

*\*Highlighted texts point to associated pages and files.*