

# Puran Zhang

pz75@cornell.edu    Mobile: (804) 615-9388  
puranzhang.me    github.com/puranzhang

## EDUCATION

---

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

**University of Richmond, Richmond, VA** 2012 FALL - 2016 SPRING  
B.S., Mathematics & B.S., Psychology, Minor in Computer Science Cum Laude, Mathematics GPA: 3.92

*Relevant coursework:* Operating Systems; Intro to Computer Graphics (Spring 2017) • Database System • Algorithms • Operations Research • Numerical Analysis • Abstract Algebra

## RELEVANT PROJECT

---

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

- Led the team and implemented a real-time web-based [messaging app](#) with Node.js and Socket.io, which allows 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 [ktane](#), which allows researchers to generate customized bomb for studies.

**Natural Language Processing, Cornell University** FALL 2016

- [Question Answering System](#)
  - Integrated logistic regression model that trained and extracted candidate answers.
- [Word Embedding in Topic Classification](#)
  - Trained word clusters by applying mini-batch k-means algorithm on a google news word2vec model.

**Human-Computer Interaction - “Go Healthy”, Cornell University** FALL 2016

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

**Online RPG game**, a classwork extension project SPRING 2016 - PRESENT

- Implemented login/register page (check mal-input and interact with back-end database with PHP).
- Built partial battle page/functionalities with PHP and AJAX (mainly Item system of characters).

## ACADEMIC RESEARCH

---

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

- Implemented UDK scripts (Kismet), constructed and created virtual reality mazes in UDK for [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

---

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

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