

Puran Zhang

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EDUCATION

Cornell University, Ithaca, NY MAY 2017
Master (MPS), Information Science GPA: 3.65/4.00

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

Relevant coursework: Machine Learning • Data-driven Web Applications • Computer Graphics • Natural Language Processing • Database System • Algorithms • Operations Research • Numerical Analysis • Abstract Algebra

RELEVANT EXPERIENCE

Data Visualization, Cornell University JAN - MAY 2017

- **“Rabbling” - Vocabulary Development of Babies**
 - Originator, and took charge of implementing linear regression and the visuals.
- **The Century of Movies**
 - Took charge of data cleaning, and implemented the HTML framework and JavaScript functions.

MPS Project - “Keep talking or explodes”, Cornell University AUG - DEC 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.

Online RPG game, a database integration project APR 2016 - PRESENT

- Co-designed the game (balancing and pacing) and structure of implementations.
- 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).

Natural Language Processing, Cornell University AUG - DEC 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.

ACADEMIC RESEARCH

Undergraduate Researcher - “VR in embodied cognition”, University of Richmond JAN 2014 - MAY 2016

- Implemented UDK scripts (Kismet), constructed virtual reality mazes in UDK for **navigation research project**.
- Researched/implemented solution for nausea problems with first Oculus Rift Developer Kit (DK1).

SKILLS

Java, Python, JavaScript, D3.js, SQL, \LaTeX , MATLAB, git, Sketch

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