Puran Zhang

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

EDUCATION

Cornell University, Ithaca, NY

Master of Professional Studies (MPS)., Information Science

SPRING 2017

University of Richmond, Richmond, VA

B.S., Mathematics & B.S., Psychology, Minor in Computer Science

FALL 2012 - SPRING 2016 Cum Laude, Mathematics: 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, LTEX, MATLAB, SPSS, git, Sketch