Puran Zhang

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

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: Operating Systems • Computer Graphics • Machine Learning • Data-driven Web Applications • Database System • Algorithms • Operations Research • Numerical Analysis • Abstract Algebra

Relevant Experience

MPS Project - **Verizon, "Risk Scoring Model"**, *Cornell University* — Jan 2017 - present

- Transformed device signals into training data's features for SVM model.
- Integrated behavioral signals into account takeover model.
  - Researched on Implicit Authentication Model for potential fraud transactions.

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).
- Created batch files and Arduino, and predigested the navigation research's procedure.

Skills

Java, Python, JavaScript, D3.js, SQL, LaTeX, Matlab, git, Sketch

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