

Puran Zhang

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EDUCATION

Cornell University, Ithaca, NY
Master (MPS), Information Science

MAY 2017
GPA: 3.65/4.00

University of Richmond, Richmond, VA
B.S., Mathematics & B.S., Psychology, Minor in Computer Science

AUG 2012 - MAY 2016
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

Temporal word embeddings - quantifying changes of words' meanings in politics

JUNE 2017- PRESENT

- Built a *Dynamic Bernoulli Embeddings* model, a distributed representations of words that drift over time, of political comments on Facebook with *TensorFlow*.
- Applied aggregations on comments data in our MongoDB database.

Data Visualization, Cornell University

JAN - MAY 2017

- “[Rabbling](#)” - Babies' vocabulary development
 - Originator of the project, and implemented linear regression from [wordbank](#) and the visuals.
- [The Century of Movies](#) - Dynamics of movies in 1916 - 2016
 - Massaged the IMDb data, and implemented the HTML framework and JavaScript functions with *D3.js*.

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.

Natural Language Processing, Cornell University

AUG - DEC 2016

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

Online RPG game, a database integration project

APR - AUG 2016

- 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/functions with PHP and AJAX (mainly Item system of characters).

SKILLS

Java, Python, JavaScript, D3.js, SQL, ~~TEX~~TEX, MATLAB, git, Sketch

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