Steven Ziqiu Chen

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Interests

Machine Learning	Computer Vision
Backend Dev / Distributed Systems	Cloud Computing
Internet of Things	Finance

Education

University of Texas at Austin   Expected: May 2017
B.S., Computer Science: Honors
GPA: *4.0/4.0*

M.S., Computer Science (anticipated)   Expected: May 2019

Work Experience

Google - **Software Engineering Intern – Mountain View**   Summer 2016
Worked in Google Photos on backend MapReduce infrastructure. Built a new storage API for MapReduce jobs using Java, Python, and Cloud Dataflow. Wrote a code generation framework to generate API classes using template engines.

RetailMeNot Inc. - **Software Engineering Intern – Austin**   Summer 2015
Built backend service that determines what content hits are displayed on RetailMeNot iOS and Android apps, using Python, MongoDB, and AMQP. Designed sorting and filtering algorithms to improve user engagement.

Languages and Technologies

Java, Python, Linux, MATLAB, Git	— experienced
Swift, C++, SQL, Mongo, iOS	— familiar

Programming Projects

Avalon Announcer   iOS, Swift
- Narration and utility app for iOS to enhance the board game Avalon
- Uses Siri dictation libraries to narrate custom game setups
- Tracks game progress and win/loss statistics

Face Detection   MATLAB
- Multi-scale face detector using a linear SVM trained on histogram of gradients data
- Implemented hard negative mining to reduce false positives
- Detector slightly outperforms standard Viola-Jones detector in precision

Selected Coursework

Machine Learning Honors	Computer Vision Honors
Data Structures Honors	Algorithms Honors
Networks	Compilers

Activities and Honors

Mobile Application Developers	UT Sciences Presidential Scholarship
Electronic Game Developers Society	UT Computer Science Scholarship
Turing, Dean's Scholars Honors	National Merit Scholar