

JIANTAO HU

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EDUCATION

- CORNELL UNIVERSITY, Cornell Institute for Public Affairs**, Ithaca, NY Aug 2014 - Feb 2016
MPA in Concentration of Science and Technology (LOA)
- Fellowship Award, \$7,500 annually
- FUDAN UNIVERSITY**, Shanghai, China Sept 2010 - June 2014
NAGOYA UNIVERSITY, Nagoya, Japan Aug 2012 - Aug 2013
- Scholarship of Japan Student Services Organization, ¥80,000 monthly

COURSEWORK

- Object-oriented Programming& Data Structure Using Java, C++ Programming, Discrete Mathematics, Functional Programming Using OCaml, Intro iPhone Development using Objective-C, Database Systems, Machine Learning, Big Data with Apache Spark, Probabilistic Graphical Models

EXPERIENCE / INTERNSHIPS

- Works Applications** Tokyo, Japan Apr 2016 - Mar 2017
- Designed and implemented Excel data segmentation tools used for wage calculation business of client companies
- McKinsey & Company** Shanghai, China Nov 2013 - Jan 2014
- Collected background information of various hypermarkets in Shanghai such as local population, distance from communities, floor space, etc. which served as computing features for the profitability prediction model
 - Implemented naive logistic regression model based on Gradient Descent algorithm for profitability assessment on newly-built hypermarkets

ACADEMIC PROJECTS

Github Link: <https://github.com/sbhjt12345>

- Java Shipping Game**, Object-Oriented Programming & Data Structure Course Project Nov 2014 - Dec 2014
- Devised a shipping game which aims to deliver parcels in a timely fashion for a shipping company with team.
 - Implemented algorithms including Heapsort and Dijkstra's algorithm that substantially refines the time complexity of game, exceeding instructor's expectations and earning 100/100 for the project.
- "Clone Killer" Game Project**, Analytics-driven Game Design Aug 2015 - Jan 2016
- Cooperated with five people and Designed a chess board based game called "Clone Killer" which requires the player to kill his clone in various maps.
 - Designed various game levels and weapon classes using FlashDevelop ActionScript3.
- B+ Tree & BCNF Implementation**, Database Systems Course Project Sept 2015 - Oct 2015
- Completed the programming work of implementing a basic B+ tree structure including searching, inserting and deleting function through Java
 - Completed the programming work of BCNF decomposing form including closure, recursion function through java
- Inventory Management System**, html web application Jul 2016 - Aug 2016
- Designed an inventory management system which optimized current business such as stocktaking and price fluctuation adjustment
 - Accomplished functions such as data sorting& search& auto updating and customized display through JavaScript
- Naive Optical Character Recognition Model Design**, Probabilistic Graphics Model Mar 2017
- Implemented a naive OCR graphical Model used for handwriting recognition through Matlab
 - Given images corresponding to handwritten characters, implemented logistic regression and Markov Network theories for result prediction

PROFESSIONAL SKILLS

- Chinese(Native); English(Fluent); Japanese(Fluent)
- Java, Matlab, Python, Git, HTML&CSS, JavaScript, etc.