Shiyin (Sherilyn) Wang

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EDUCATION

MIT Special Student Program, Massachusetts, US   Jan 2019 – May 2019

6.100 EECS Project, 6.045 Automata Computability and Complexity, 6.207 Networks, 6.437 Inference and Information

Computer Science, Tsinghua University, Beijing, China   Aug 2016 - Jul 2020

Bachelor of Science in Computer Science; Enrolled in the Yao Class (a pilot computer science class of 30 students advised by Turing Award Laureate Professor Andrew Chi-Chih Yao); GPA: 3.4/4.0;

Core Courses: Algorithm Design, Machine Learning, Artificial Intelligence, Numeric Analysis, Data Structure, Game Theory, Network Science, Quantitative Economics, Principal and Application of Database

Statistics (Minor), Tsinghua University, Beijing, China   Sept 2017 - Jul 2020

Core Courses: Statistical Inference, Multivariate Statistical Analysis, Introduction to Data Science, Bayesian Theory, Nonparametric Statistics

RESEARCH EXPERIENCES

Complementary Learning for Named Entity Recognition | UIUC | Research Assistant   Jun 2017 - Sept 2017

Advisor: **Jiawei Han**, Abel Bliss Professor, University of Illinois at Urbana-Champaign

- ➢ Defined a new problem setting "Complementary Learning": every dataset is partially labeled with limited categories
- ➢ Proposed a learning framework CRF+LSTM to conduct named entity recognition on multi-source data
- ➢ Coauthored a paper submitted to NAACL 2019
- ➢ Also helped to complete a KDD demo SetSearch+ at the beginning of my intern

Fast Top-k Area Topics Extraction with Knowledge Base | Tsinghua University | Research Assistant   Jun 2017 - Sept 2017

Advisor: **Jie Tang**, Vice Chair of Department of Computer Science and Technology, Tsinghua University

- ➢ Proc. IEEE DSC 2018 (https://arxiv.org/abs/1710.04822)
- ➢ Crawled data from Wikipedia knowledge base
- ➢ Designed models to analyze the relationships between concepts
- ➢ Contributed by putting forward a method to solve inaccurate data source problem innovatively

Werewolf Game Software | Course Project   May 2017 - Jun 2017

- ➢ Werewolf is one of the most famous table game among Chinese teenagers
- ➢ Enabled people to compete with each other online through TCP protocol
- ➢ Contributed to all the GUI part and some of the client logic part

Unsupervised Smart Acapella Autotuning | Course Project   Nov 2018 - Now

- ➢ The first machine learning approach to acapella tuning, to the best of our knowledge
- ➢ Combined RNN and CNN through GAN framework

Tax Fraud Detection | Interdisciplinary Research with Economics Student   Dec 2018 - Now

- ➢ Designed algorithm to detect false edges in social network

AWARD AND SCHOLARSHIP

- ➢ 2017 Mathematical Contest in Modeling Meritorious Winner
- ➢ 2016&2017&2018 Xuetang Scholarship (5000 RMB)
- ➢ 2017&2018 Baidu Scholarship (1000 RMB)
- ➢ 2018 Tsinghua TopOpen Student Research Funding Program (30,000 RMB)

LEADERSHIP AND ACTIVITIES

BRICS Youth Forum | Delegate   Jul 2017

➢ Organized by All-China Youth Federation

➢ The highest level of youth official diplomacy

➢ Negotiated a proposal that was submitted to the BRICS Leaders Xiamen Summit

Tsinghua Global South Culture Immersion Program – Egypt   Jan 2018

➢ Wrote a paper about the Islamization of Egypt in the sixth century

➢ Studied two weeks in the American University in Cairo

Field Study in Guiyang about Poverty and Big Data Industry   Feb 2018

➢ Interviewed government leaders

➢ Investigated the rural area and big data industry

➢ Wrote a report and provided it to the director of the Guizhou Big Data Development Administration

SKILLS

Programming Languages: Python, C++, R

Language: English (Fluent), Chinese (Native)