Pengfei Tan

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Github: https://github.com/tanpf5
Available: **From Jan 2017**

EDUCATION

Northeastern University, Boston, MA — Expected graduation: Dec 2016
College of Computer and Information Science — Sep 2014 - Present
Candidate for a Master of Science in Computer Science — GPA: 4.0/4.0
Related Courses: Algorithms, Database Management, Mobile Development, Web Development, Artificial Intelligence, Information Retrieval

Shanghai Jiao Tong University, Shanghai, China
College of Software — Sep 2010 - Jun 2014
Bachelor's Degree in Software Engineering
Related Courses: Data Structures, Algorithm, Database, Operating Systems

WORK EXPERIENCE

Woobo Inc, Cambridge, MA
Software Development Engineer Intern — May 2016 - Present
- Developed an Android app that interacts with children via chat, story telling, game and song playing
- Implemented Android app's communication with server using web socket, applied Android modules like speech recognition, text to speech and alarm manager
- Worked with multiple threads and async operations

Northeastern University, Boston, MA
Graduate Teaching Assistant - CS5200 Database — Jan 2016 - Apr 2016
- Held weekly office hours for doubt solving and helping students in assignments and projects
- Graded assignments and projects for students

Schepens Eye Research Institute, Massachusetts Eye and Ear, Harvard Medical School, Boston, MA
Software Development Engineer Intern — May 2015 - Dec 2015
- Developed a cardboard-based magnifier iOS app called SuperVision+ Goggles, a low-cost vision assistance solution for the visually impaired
- Added new features in SuperVision+ Magnifier, an iOS app with more than thirty thousand users

ACADEMIC PROJECT

Search Engine with Python, Northeastern University — Jan 2016 - Apr 2016
- Built a search engine with BM25 as a retrieval model, evaluated searching results with others
- Implemented a snippet generation technique and query term highlighting within results

Squat Buddies Android Game, Northeastern University — Jan 2016 - Apr 2016
- Developed a two-player squat game aiming at helping people enjoy exercising
- Implemented a feature to detect squats by using accelerometer and rotation vector motion sensor

2048 Game AI, Northeastern University — Sep 2015 - Dec 2015
- Designed an Expectimax search algorithm to calculate optimal moves with a winning rate of 95%
- Improved the AI algorithm by applying a heuristic function to do pruning for search tree

TECHNICAL KNOWLEDGE

Languages: Java, Python, Objective-C, HTML, CSS, JavaScript
Tools: Android Studio, PyCharm, Git, Xcode, Eclipse, MySQL