Tianren(Silver) Zhang

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Education

University of California, Irvine
B.S • COMPUTER ENGINEERING • GRADUATION DATE: JUNE 2019 • GPA=3.2

Programming Skills

Language: Java, C++, Python, C, GO, SQL, Javascript, HTML, CSS, Javascript, PHP, System Verilog;
Used Frameworks/Libraries: Django, Spring MVC, OpenCV, Tensorflow, Numpy, Pytorch, Pandas, SciPy.

Experience

❖**Software Engineering Intern**. **Shanghai Qiadao Internet Inc.**　　　February - June 2015
•Participated in development of Android platform of a question-answer app on which users can ask, answer questions and reward the most satisfying answers with a small amount of money;
•Used **Android Asynchronous Http Client** to accomplish data communication with Java backend and used Alibaba's "**Fast Json**" to parse and construct data in Json format;
•Implemented **voice-to-text** function for user's inputs with **voice recognition API of IFLYTEK** and multitask internet picture loading with **"Imageload"** API;

Independent Projects

❖ **Silverset [PIL, Numpy, Keras, Urllib]**　　　　　　　　　　　May 2018 - Now
 • Made python library for Machine Learning learners to easily get the most common image datasets with only two lines to download and process the datasets or just turn the datasets into numpy arrays;
 • Integrated five most most popular datasets including cifar-10, cifar-100, Caltech 101, Caltech 256 and Pascal, it still keeps extending so far;
❖ **Anteater Smart Mirror**　　　**[Raspberry Pi, Alexa, Google Voice, Sensors]**　May 2018 - June 2018
 • Made a smart mirror with a **Raspberry Pi**, it is able to display basic information such as time, room temperature in active mode, developed the interface with python's **Tkinter** library;
 • In security mode the mirror is able to keep detecting the change of environment by sensing the light and any motion in front of it, if anything is detected it will automatically send alert email to the owner;
 • Implemented **voice command** to switch between modes with google voice recognition API and integrated Amazon's **Alexa** for other interactive functions.
❖**Bipi Ball Game [UE4, C++]**　　　　　　　　　　　　　June 2016 - October 2016
 • Used **Unreal Game Engine** to develop a 3D mobile game in which the gravity sensor is exploited to control the movements of the character, implemented game logic with **C++**;
 • Developed AI characters in the game that could find their own paths to help or attack the player;
❖ **Note-Sharing Platform[AWS, Django, MySQL, Javascript**, **Jquery, Ajax]**　March 2016 - June 2016
 • Developed a platform(**Mobile and Website**) where students can get rewarded in money by sharing their class notes and finding the notes they need.
 • Used **AWS** to host application's server with **Ubuntu** system, implemented data process on server based on **Django framework**, stored and organized user data and backend's contents with **MySQL** database;
 • Developed Android client app and finished website frontend which covers **keyword synchronous searching, multiple files transfer** with **Javascript**, **Jquery and Ajax**;

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