Tianren(Silver) Zhang

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Education

University of California, Irvine

B.S • Computer Engineering • Graduation Date: June 2019 • GPA=3.166

Skills

Language: Python, Java, C++, C, Javascript, Golang, Solidity, SQL;

Technologies/Tools: Django, React, MySQL, MongoDB, Redis, Hadoop, Kafka, Ethereum, Docker

Experience

♦Research Student

Institute of Future Health.

June - Now

2018

- Implemented background voice service system and text analysis in a food journaling Mobile tool;
- Used Realtime Database on Firebase to dynamically store the food information and personal data;
- Implemented the dataset processing using Pandas, scikit-learn and matplotlib.

♦ Mobile Development Intern. Shanghai Qiadao Internet Inc.

February - June 2015

- Participated in **Android development** of question-answer platform;
- Built up data transfer and processing on Android clients, implemented async loading, voice-to-text;
- Maintained and debugged the Alpha and Beta, helped the app reach 20,000 users and 2,000 daily active users.

Side Projects

♦ Blockchain Development: Decentralized Photograph Auction Platform

September - Now 2018

- Built up a decentralized photograph auction website with Blockchain technologies;
- Stored and managed distributed media files using InterPlanetary File System;
- Made Smart Contracts with Solidity, deployed them with Truffle and used Ganache to test contracts;
- Developed frontend using React framework, used Web3 for interaction between frontend and blockchain;
- Successfully deployed and tested the website on the Rinkeby Network of Ethereum.

❖ Full-Stack Development: Note-Trading Platform[MVC, Django, MySQL, AWS] March - August 2016

- Used MySQL as the database for long-term data storage and Redis for data caching.
- Developed backend using **Django**, deployed the webserver using **uWSGI** and **Nginx** on **AWS EC2**;
- Developed the Android mobile app and website frontend using jQuery and Bootstrap.

♦ Distributed Computing: Product Analysis[Python, Hadoop, EMR, Docker]

May - June 2018

- Implemented analysis of one million ratings of groceries from Amazon dataset using MapReduce;
- Used **Docker** to simulate local **Hadoop Cluster** and used **MRJob** to run python **Mapreduce** program;
- Used **AWS EMR** to run the whole dataset across 16 virtual machines.

♦ Mobile Game Development[UE4, C++]

June - October 2016

- Implemented a 3D mobile game using **Unreal Engine 4** in a team of three;
- Developed AI enemy character that could navigate to the player's location using A* search;
- Deployed the game on IOS and Android.

Honors

• UCI Blockathon (Blockchain Hackathon) - The First Place

October 2018

• SD Hacks 2018 - Best Neural Gaming Prize

October 2018

LinkedIn: linkedin.com/in/tianrenz/ Github: https://github.com/tianrenz2