Tianren(Silver) Zhang

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Education

University of California, Irvine
B.S • COMPUTER ENGINEERING • GRADUATION DATE: JUNE 2019 • GPA=3.119

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.
Notable Self-taking Course: Stanford CS231n (Computer Vision and Neural Networks).

Experience

❖ **Android Developer Intern**. **Shanghai Qiadao Internet Inc.** February - June 2015
•Developed 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

❖ **Machine Learning Stock Predictor [Java, Python, tensorflow, MongoDB]** April 2018 - Now
• Developed a Java program that interacts with **Alpha Advantage API** to fetch the updated stock data which includes day high, day low, open time, and close time of specified companies;
• The program stores the fetched data in local **MongoDB** database and was able to generate the plot to display the stock data visually with **Java plotting libraries**.
• By implementing a **Recurrent Neural Network** with **tensorflow** in **Python**, the program was able to predict the future stock prices by analyzing fetched data from the past and display the predictions visually.

❖ **Image Recognizer and Generator [SSD, GAN, Python, Pytorch]** January - March 2018
•Used Microsoft's Coco datasets to train the model and used **SSD network** to recognize objects in videos.
• Built up a **Generative Adversarial Network** with a **Discriminative network** and **Generator** using **PyTorch**, the network could generate images of realistic objects through training.

❖ **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;
• Adapted this game to IOS and most Android devices;

❖ **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**;