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EDUCATION

Sep 2019 – Present	**University of California, San Diego**, La Jolla, USA M.Sc. in Computer Science, Est. Dec 2020
Sep 2015 – Jun 2019	**Zhejiang University**, Hangzhou, China B.Sc.(Agr.) in Landscape Gardening, **GPA: 3.95/4.0, Ranking: 1/33**
Feb 2018 – Jun 2018	**Queensland University of Technology**, Brisbane, Australia Exchange Student, Interaction Design, **GPA: 6.667/7.0**

EXPERIENCE

Mar 2019 – Jul 2019	**Ninechapter (lintcode.com & jiuzhang.com)**, Hangzhou, China *Software Engineering Intern* • Reorganized, maintained existed layout and functions, developed a real-time interactive Q&A section and brand-new UI features of an online course platform for 5,000+ active users, using React.js, WebSocket, Bootstrap and CSS3 • Increased course management efficiency by developing internal tool for coupon management and course analysis, based on React.js, Django and Django REST framework • Reviewed JavaScript code changes and provided feedback for 2 new teammates
Jun 2018 – Jan 2019	**State key lab of Computer-Aided Design & Computer Graphics**, Hangzhou, China *Research Assistant (Advisor: Prof. Wei Chen)* • Developed a responsive and adaptive data visualization web page of Chinese female poets, which is published online (*link*) and receives 150,000+ views • Managed 3 teammates and cooperated with Xinhua Net – Chinese most significant press • Designed and implemented the project using D3.js and React.js, resolved module dependency and system deployment with Webpack

PROJECTS

Apr 2019 – May 2019	**Plant Search** – a query system for landscape architects in Hangzhou, China • Independently learned Django from scratch and implemented the system in 6 weeks, which was rated the top 5% of graduation projects at Zhejiang University • Developed a brand-new innovative way to search plants in Hangzhou, China
Apr 2018 – Jun 2018	**'Ready Player One'** (*link*) – an independently developed creative game • Architected and implemented an interactive action game based in Java and Processing, which received the highest score (7.0/7.0) out of 140 students • Designed, developed and maintained the project utilizing UML, following Google Java Style Guide for readability and using Git for version control
Apr 2018 – May 2018	**Text Editor** – an auto-correct text editor with multiple functions • Worked with Strings and Regular Expressions in Java to generate the Flesch Readability Score of user input • Utilized Linked List and Tries for Markov Chain auto-complete text and Hash Map for calculating edit distance
Mar 2018 – Apr 2018	**Earthquake Map** – visualization of real-time worldwide earthquakes • Searched and sorted data of earthquakes and visualized their attributes in Eclipse utilizing Java UnfoldingMaps library • Implemented events and buttons responding to user interactions in GUI application

ACHIEVEMENTS

Oct 2017 – Present	**17 MOOC certificates** in computer science, mathematics and HCI from Coursera and EdX
Sep 2016 – Sep 2017	**China National Scholarship** (Top 2% students at Zhejiang University)
Sep 2015 – Sep 2016	**Zhejiang Provincial Government Scholarship** (Top 5% students in Zhejiang Province)