

Haoran Wang

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Education

BACHELOR OF SCIENCE, COMPUTER SCIENCE | MAY 2019 | PURDUE UNIVERSITY

- GPA: 3.30/4.0

MASTER OF SCIENCE, COMPUTER SCIENCE | EXPECTED JUNE 2021 | UNIVERSITY OF OREGON

- GPA: 3.5/4.0

Skills and Projects

PROGRAMING AND DEVELOPING SKILLS

- Proficient in C/C++, Java, Python, C#, SQL, Unix/Linux programing.
- Proficient in Web Development, iOS/Android development.
- Proficient with Game Development in Virtual Reality using Unity Game Engine.
- Proficient in Database Systems.
- Proficient with deep learning using PyTorch.

PROJECTS

- *Portfolio: GitHub* (<https://github.com/wang2226>)
- Kaggle Competition (5th place out of 57 teams): Sentiment analysis using Naïve Bayes and SVM.
- AimMaster: a webpage based 2-D game. Implemented with HTML5, CSS, JavaScript, Node.js, Express, MySQL and hosted on IBM BlueMix.
- MyShell: A functioning Unix shell with some add-on features such as printing information about commands in the background, resuming a suspend background job, and improved wildcarding.
- HTTP Server: an HTTP server that allows client to connect and download files.
- Search Engine and Web Crawler: A search engine based on simple web crawler.
- IRC (Internet Relay Chat) Server and Client: Simple IRC application.
- iOS and Android Apps: Tip Calculator, Tic Tac Toe game, Connect 4 Game.
- Hate speech detection using CNN and Bi-LSTM: implement in PyTorch.

Research

Purdue CAM2 Research Team | Professor Yung-Hsiang lu | Aug 2018 – May 2019

- Build a database to store images captured by network cameras around the globe. Evaluate different solutions to Big Data storage problem of unstructured data.

NLP | Professor Thien Huu Nguyen | Aug 2018 – may 2019

- Use deep learning to resolve NLP problems.

Awards

SEMESTER HONOR STUDENT | PURDUE UNIVERSITY | May 2019