ILLINOIS

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EDUCATION

University of Illinois at Urbana-Champaign (UIUC)   Sep 2020 - Jun 2023
Mathematics & Computer Science Bachelor   Champagne, IL
- GPA : 4.0 / 4.0
- College of Liberal Arts and Science
- Dean's List, Fall 2020, Spring 2021

The Hong Kong Polytechnic University   Sep 2018 - Sep 2020
Internet & Multimedia Technology(ECE) Bachelor   Hong Kong
- GPA:3.77/4 (Weighted:3.90/4)
- EIE Student Award: Best Semester GPA Award & Best Academic Improvement Award
- 2019-2020 Dean's Honours List

RESEARCH EXPERIENCE

Algorithms for Big Data   Jul 2020 - Aug 2020
Instructor: Dr. David Woodruff, Associate professor @Carnegie Mellon University   CIS Program
- 30 hours/week, 6 weeks in total
- Solid understanding of algorithms for big datasets, convex optimization and neural networks
- Y. Bian, C. Liu, B. Wang and X. Zhang, "Application of Convexified Convolutional Neural Network in Text Classification,"
  2021 IEEE International Conference on Consumer Electronics and Computer Engineering (ICCECE)

COURSES

- **Finished courses:** CS125(Intro to CS), CS126(Coding studio), CS173(Discrete math), CS225(Data structure), CS357(Numeric methods), MATH415(Linear Algebra)
- **Used Programming Languages:** Java, C++, Python, R, SQL
- **Courses in progress:** CS446 (Machine learning), CS465(UI design), CS374(Algorithm)

PROJECT EXPERIENCE

Creative Coding Simulator: CS126 Coding projects   Jan 2021 - May 2021
- Final project: making images by simulating particles
- Code in C++ and Java for weekly assignment
- 6000+ lines of code
- Covered topics: Naive bayes, Linked list, JSON application, etc.

Hackathon Project   Aug 2019 - Aug 2019
Team Leader   Shanghai
- Product: Intelligent home control system
- Automated system designed to control the items in a bedroom: the switch of lights and controlling the curtains
- Using Arduino Board, sensors, motors, related transferring knowledge and programming knowledge

WORKING EXPERIENCE

Tencent   Feb 2020 - Apr 2020
Tencent Business Analysis Intern Tencent Game   Online
- participated in domestic and foreign game competitive products/case analysis, industry research, information collection and summary, data analysis and visualization, etc
- disassemble the gameplay and deduce the category

Guizhou Love starts from heart organization   Jun 2018 - Aug 2018
Volunteer   Guiyang
- Worked as the secretory of the tutor for 5 hours per week
- Offered courses to the teachers in primary school and junior high school in rural areas About psychological skills dealing with leftover children

PMI Product Management @ Illinois   Sep 2021 - Present
Product Leader the Growth Team   Champaign, IL
- The product leader of the Growth team in PMI.
- Held info sessions about preparation for product manager positions.

HONORS & AWARDS

EIE Semester GPA Award	2019.7
Kaggle Competition Bronze Medal (Top 9%)	2020.1
2017 merit student in Guiyang city	2017.9
EIE Best Academic Improvement Award	2019.7
2019-2020 Dean's Honors List (PolyU)	2020.11
2020 Fall Dean's List (UIUC)	2021.3

EXTRACURRICULAR ACTIVITIES

TechX Academy Jul 2019 - Aug 2019
Member Learner in Deep Learning Shanghai
- Course: Knowledge about Deep Learning and Machine Learning
- Basic skills learning: designing a website, making a software, entrepreneurship

Hong Kong basketball competition for mainland student Feb 2019 - May 2019
Team member Basketball Team Hong Kong
- Championship in this competition (Gold Medal)
- Position: Small Forward

Chinese senior high school student leadership competition Mar 2017 - Jul 2017
Co-founder & Leader Planner China
- Make program plan in protecting cultural heritage
- Ask for sponsorship successfully for 8000$