Fangchen Ye

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EDUCATION

Columbia University

New York, NY, US

05/2022

Master of Science in Computer Science **Sun Yat-sen University**

Guangzhou, Guangdong, China

Bachelor of Engineering in Intelligence Science and Technology

06/2020

SKILLS

Programming Languages: C++, Python, Java, SQL, MATLAB, JavaScript, Scala, QT

Framework Tools: Spring Boot, MyBatis, Tensorflow, Pytorch, Keras, Vue.js, Flask

Development Tools: Visual Studio, Clion, Pycharm, Jupyter Notebook, Docker, Git, Anaconda, QT Creator, Postman, Datagrip, MySQL

Knowledges: Data Structures, Algorithms, Machine Learning, Calculus, Probability Theory

Awards: Second Prize Scholarship (top 10%)

PROFESSIONAL EXPERIENCE

PAX Technology

Jacksonville, FL, US

Software Engineer

01/2023-present

- Developed Basil System for the warehouse project with **Spring Boot** and **Vue.js** framework. Implemented functions in service layer to finish the operations of **CRUD** in databases for recording and managing the equipment returned by customers and the materials needed for repairs.
- Designed and implemented the email format for sending email alerts to users who register and change their information using the APIs provided by **Syspro** and asynchronous programming.
- Reconstructed interfaces to prevent **SQL injection**, optimized data table structures, utilized **multi-threading** and other techniques to reconstruct **SQL** codes and saved about 30% of query time.
- Developed Automation Test Tool for tests of terminals with **Java**.

Cadence Design Systems

Shanghai, China

Software Engineer Intern

06/2021-08/2021

- Utilized C++ to optimize grid-based router structure at the software level, modified M0 jumpers, enabled the sources to avoid high resistance and improved efficiency of circuit flows.
- Applied A-star Algorithm for finding the shortest route between two points and optimized data structures, which saved 6% time on large-scale nets and utilized QT Creator to design user interfaces.

DiDi AI Labs

Beijing, China

Software Engineer Intern

07/2020-12/2020

- Conducted research related to **Auto Machine Learning**, especially on **Neural Architecture Search (NAS)** and **DARTS** to help the team calculate the feasibility of each model ported to mobile device.
- Reproduced different models with **Pytorch** and conducted performance benchmarking based on top-1 and top-5 accuracy on **ImageNet** or **Cifar-10**, in terms of parameter sizes, and training time of GPU hours.
- Figured out new metrics like search space of width and depth, and types of blocks to develop the optimal model for mobile computing that improved 11% overall performance.
- Summarized characteristics of each model and wrote an overview, providing the laboratory with a theoretical basis for research on automatic driving in the future.

PROJECT EXPERIENCE

BuzzCar: Used Car Platform

09/2023-12/2023

- Utilized UML Class Diagrams to design Figma of all objects.
- Designed and implemented database with SQL, designed RESTful API rules for URLs.
- Implemented backend development of all APIs with Java using Spring Boot.
- Utilized JavaScript called APIs in frontend and presented data with HTML and CSS.
- Wrote unit test codes and tested the output with **Postman**.

Segmentation of White Matter Hyperintensities

07/2019-09/2019

- Conducted segmentation of brain FLAIR and T1 scan images using neural network models of **DeepMedic**, FCN and **ResNet** with **Keras**, and marked the part of white matter hyperintensities (WMH).
- Pre-processed the same raw data by removing masks in different parts like skulls and tested the effects that removal of skull masks improved **Recall** by 5% for **FCN** and **F1-score** by 10% for **DeepMedic**.
- Implemented the models of **FCN** and **DeepMedic** on images of patients with size 224*224 to identify white matter hyperintensities, which largely saved preparation effort and increased diagnostic accuracy.