YIFENG ZHANG

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EDUCATION

University of California, San Diego *September 2016 - Present*

- Bachelor of Science, Major in Computer Science, Minor in Mathematics
- Coursework: Advanced Data Structures, Algorithm, Computation Theory, Operating System, Software Engineering, Compiler, Machine Learning, Artificial Intelligence, Natural Language Processing, Recommender System, Advanced Calculus, Discrete Mathematics.

EXPERIENCES

Deloitte China Summer Intern *July 2018 - September 2018*

- Collected financial data and files from the database of the customer company.
- Processed millions of financial data with python pandas and excel.
- Received Exceed Expectation review from Accountant in Charge.

UCSD Computer Science Department Tutor *September 2018 - Present, San Diego*

- Attended weekly lectures and staff meetings.
- Helped students with their programming assignments during lab hours.
- Proctored and graded students midterm and final exams.

Outreach Director of Chinese Scholars and Students Association *March 2017 - March 2019*

- Did business negotiation with local 50+ businesses including Chase and Verizon.
- Managed 20 people in outreach department and held weekly meetings.

PROJECTS

Furnitrade, a Web App for Used Furniture Trading

- Worked in an agile student team to develop a web app for students to trade used furniture.
- Worked as the senior system analyst and developed the website with Flask framework.
- Implemented APIs with MongoDB database and tested them using Postman ADE.
- Implemented the frontend with React, javascript and CSS.

Recommender System on Amazon and Rent The Runway Datasets

- Combined logistic regressions and support vector machines to build category classifier on Amazon's 200,000 trading data, ranked 2nd out of 700 on Kaggle.
- Used tf-idf weighting to do natural language processing on Rent The Runway's customers' reviews.
- Collaborated filtering algorithms to do purchase predictions based on customers' purchasing history.

Artificial Intelligence Programming

- Implemented DFS, BFS, UCS, A star algorithms for path search with python and C++.
- Implemented AI on playing game 2048 with alpha-beta pruning and optimized reward function.
- Implemented Monte Carlo Tree Search algorithm on the game Gomoku.
- Implemented Monte Carlo Evaluation, Temporal Difference and Q-learning on the game blackjack.
- Implemented constraint solving algorithms and a CNF converter to solve sudoku with SAT Solvers.

Robot and Game Programming

- Programmed a robot car to discover surrounding environment freely with different sensors.
- Designed the motion trail of the robot car to draw number 0 to 9 on paper with C++ language.
- Developed the game 2048 with java and implemented the GUI with JavaFX.

INTERESTS

- Playing the piano, Cooking Shanghai cuisines, Travelling, Driving sport cars.