

YAN ZHU

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EDUCATION

University of Southern California (USC)

Expected: May 2017

Bachelor of Science (BS), Electrical Engineering, GPA 3.85
Minor in Professional and Managerial Communication
W.V.T. Rusch Undergraduate Engineering Honors Program Member

Temasek Junior College, Singapore

January 2012 - December 2013

GCSE Advanced Level, GPA: 3.5
School-Based Scholarship Program by Singapore Ministry of Education (full scholarship sponsored by school)

SKILLS

Computer languages Tools & Technologies

C++, Python MatLab, MIPS, HTML/CSS, Javascript
Embedded system design, Digital system design, Arduino Uno, Machine Learning, Image Processing, Xilinx, Cadence Virtuoso

Languages

English(working proficiency), Chinese(native)

INDUSTRY EXPERIENCE

Signal Analysis and Interpretation Lab, *Research assistant*, USC

March 2015 - Present

- Analyze the data from R-CNN object detection; use CMT tracking to track the characters in animated movies (Python);
- Analyze the audiovisual co-occurrence normalized by both speech and on-screen appearance for a short research paper (Matlab); extract relevant information from published research's data set and format the data for further analysis (Python);
- Publication*: Tanaya Guha, Che Wei Huang, Naveen Kumar, Yan Zhu and Shrikanth S. Narayanan, Gender Representation in Cinematic Content: A Multimodal Approach, in: Proceedings of 17th ACM International Conference on Multimodal Interaction (ICMI), Seattle, WA, 2015

Verilog Gate Simulation, *Class project*, USC

April 2016 - May 2016

- Wrote C++ script to parse and to output a structural gate-level netlist in Verilog;
- Implemented Breath First Search and topological sort to simulate the logic design by providing input values and calculate output values based on the gate network.

Puzzle Game, *Class project*, USC

March 2016

- Implemented a puzzle game interface utilizing heap data structure in C++;
- Implemented Breath First Search, A* search algorithm for a sliding tile game with suggestion of the optimum moves.

HackSC (hackathon), *Participant*, USC

November 2015

- Learned Javascript; learned to build web application on Microsoft Azure platform and to deploy MongoDB(a database);
- Built tic tac toe game with multiple users' data stored in database within 36 hours; built a responsive personal website using Javascript and HTML5.

LEADERSHIP

Association of Chinese Students in Engineering, *Co-founder & President*, USC

June 2015 - Present

- Established to help Chinese engineering students achieve their full potential; built a close community where participants can improve performance at academic and extracurriculum area;
- Organized internship speaker series, hackathon workshops and machine learning study group; within first month, gained more than 200 subscribers and more than 50 active members.

IBM Global Business Services, *Summer Internship*, Hangzhou, Zhejiang, China

May 2015 - June 2015

- Interned with IBM's strategic consulting team at Beimgmate Group Co.Ltd working on the company's strategic transformation, technology and transformation solutions;
- Trained for essential research skills, structured thinking and logic writing skills as a business strategic consultant; applied skills to analyze business opportunity of one travel application case.