

Yaonan Zhong

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Education	Oregon State University	Corvallis, OR
	Master of Engineering, Computer Science, GPA: 3.7	Spring 2015
	Sun Yat-sen University	Guangzhou, China
	Bachelor of Science, Physics, GPA: 3.5	Summer 2012
Experience	Web Developer , Central Web Service, Oregon State University	Spring 2014 - Present
	<ul style="list-style-type: none">• Back-end development using Ruby on Rails MVC architecture and MySQL• Font-end development using JavaScript, jQuery, HTML, CSS, Bootstrap• Improved user experience by code refactoring and adding new features• Communicated with clients about requests and project demos• Team used version control, project management, issue tracking, Agile process, TDD	
	Graduate Teaching Assistant , Oregon State University	Spring 2013
	<ul style="list-style-type: none">• Undergraduate course: Digital Logic Design	
Skills	<ul style="list-style-type: none">• C/C++, Java, Python, Ruby, Rails, JavaScript, MySQL, HTML, CSS, Git, OpenGL• Python-based ecosystem of open source software for data analysis: NLP, Scikit-Learn Numpy, Scipy, SymPy, Matplotlib, IPython	
Projects	Personal Tech Blog Sharing Big Data Technologies	
	<ul style="list-style-type: none">• Created and designed my personal tech blog (http://zhongyaonan.com) for sharing big data technologies such as Hadoop and useful machine learning techniques.	
	Predict Star Rating based on Yelp User Review Text (Machine Learning)	
	<ul style="list-style-type: none">• Implemented a tool that learned how to predict the rating of a Yelp restaurant based on the text of the user reviews. The classifiers used were Naive Bayes and Support Vector Machine classifiers. Google HeatMap was used for data visualization. Python	
	Interacting 8-Ball Pool Game (Computer Animation)	
	<ul style="list-style-type: none">• Implemented a physics engine to simulate a pool table with interactions between objects on the table that ran on Linux and Windows. OpenGL, C/C++	
	Hierarchical Character Viewer (Computer Graphics)	
	<ul style="list-style-type: none">• Design a tool that can display animations of physical models with BioVision hierarchical data (generated by motion capture). OpenGL, C/C++	
	Microsoft TouchDevelop Hackthon	
	<ul style="list-style-type: none">• Created an interesting Sierpinski triangle generator with Microsoft TouchDevelop tool.	
Awards/	University Graduate Laurels Scholarships	Spring & Fall, 2014
Membership	Member, Optical Society of America	2013-2014
	Excellent student scholarships, Sun Yat-sen University	2010 & 2011