

Chuan Long

🏠 343 Gold St. Apt 1204, Brooklyn, NY 11201

☎ 908-656-5620

✉ cl4076@nyu.edu

🌐 /chuan-long

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📖 Education

New York University, Tandon School of Engineering , Brooklyn, NY	Expected May 2018
Master of Science in Computer Science	GPA: 3.76/4.00
South China University of Technology, School of Software , Guangzhou, China	June 2016
Bachelor of Engineering in Software Engineering	GPA: 3.55/4.0, Top10%

📁 Technology Stack

Programming languages	C++, C#, Python, Java, HTML, CSS, JavaScript, PHP, ASP
Web Development Frameworks	Node.js, Angular.js, Django, Bootstrap, JQuery,
Machine Learning	Tensorflow, Scikit-Learn, Dlib, Spark
Others	Git, Shell, Hadoop, Docker, OpenGL, Processing.js, MySQL, NoSQL

📁 Industrial Experience

Software Engineer Intern, Sencity Corp., Startup , Brooklyn, NY	May 2017 - Aug 2017
▪ Enhanced the interactive experience of a design-driven smart hardware product – TetraBin with a small team	
▪ Implemented the new features such as posting a tweet to change Gary's color utilizing Processing.js and Quartz	
▪ Assisted with the iterative development of the company homepage with JavaScript, CSS, HTML and Node.js	
Software Engineer Intern, Woodseen Digital technology co., LTD , Guangzhou, China	May 2015 - Oct 2015
▪ Elaborated the development plan of Project Mobile Civil Servant Exam Registering System	
▪ Implemented the frontend of a cross-platform responsive web and mobile app utilizing object-oriented design	
Research Assistant, Intelligent Human-Computer Interaction Lab at SCUT	Oct 2014 - June 2016
▪ Designed an automatic assessment method of the security and the reliability of user interface based on Interactive Markov Progress Algebra and published the research findings to ICCSE2016	
▪ Analyzed and improved interaction design of lab products with Usability Testing Checklist at Purdue University	
Co-founder, eHound Corp., Startup , Guangzhou, China	Mar 2015 - Oct 2015
▪ Designed the prototype of a mobile application that provided English training for the public using Axure	
▪ Took part in the implementation of the mobile application and the application had been applied to civilian use	

📁 Projects

Group Project Member, Avatar – Real-time Facial Landmark Detection and Rendering	Mar 2017 – May 2017
▪ Implemented and optimized 68-points facial landmark detection and tracking based on Dlib machine learning framework, sparse Optical Flow and Kalman Filter, finally made detection and tracking faster and more stable	
▪ Implemented head pose estimation and face mask rendering using C++ OpenGL, facial motion capture and avatar rendering in Maya, rank 1/25	
Group Project Leader, Rental Listing Inquiries	Apr 2017 – May 2017
▪ Researched and conducted a project to solve a supervised classification problem – predict the quality of a new rental listing through Data Analysis and Cleaning, Feature Engineering, Modeling and Evaluation	
▪ Implemented the ensemble GBBDT model and got the best result which is 0.677 by multi-class log-loss, compared to the baseline result which is 1.078 using Scikit-Learn, Pandas and NumPy	
Individual Developer, PageRank Web Crawler	Mar 2017 – Mar 2017
▪ Implemented a general-purpose web crawler by using google search API to get the start pages, using Bloom Filter to avoid crawling similar web pages with Python and crawled the web based on PageRank algorithm	
Individual Developer, Web ATM Client System	Dec 2014
▪ Developed a web version of ATM client system with Bootstrap, PHP, MySQL and Tomcat	
▪ Enhanced ATM Interaction design and implemented the web system by the method of object-oriented	
Group Project Leader, P2P Debit and Credit Web System	Nov 2014 – Dec 2014
▪ Developed a P2P debit and credit web system by using Bootstrap, PHP, MySQL by the method of object-oriented	

🏆 Academic Honors

National Endeavor Scholarship, rank 2/250	Oct 2015
Rank 4 th - The Guangdong Development Bank Credit Card Finance Innovation Competition	Dec 2014
Silver Prize - The 10th International Genetically Engineered Machine Competition	Oct 2014