

# Ruofan ZHOU

Expected date of Graduation: 2019

Mobile: +41 788297743 E-mail: [zrfanzy@gmail.com](mailto:zrfanzy@gmail.com) Website: [zrfanzy.github.io](http://zrfanzy.github.io)

## Education

<b>École Polytechnique Fédérale de Lausanne (PhD in computer vision)</b>	<b>Sep.2015 –</b>
<b>Tsinghua University (B.E): Computer Science and Technology</b> GPA: 89.4(0-100), rank 28/124	<b>Aug.2011 – Jul. 2015</b>
<b>Tsinghua University (B.A, Double Major): Digital Entertainment Design</b> GPA: 87.12(0-100)	<b>Aug.2011 – Jul. 2015</b>
<b>École Polytechnique Fédérale de Lausanne (exchange)</b> GPA: 5.52(0-6)	<b>Feb.2014 – Aug. 2014</b>

## Internship & Research Programs & Projects

<b>Computer Vision – Yifu-Inc</b>	<b>Feb. 2015 – Aug. 2015</b>
Short term projects: vision feature training tool, grouping annotation tool, face grouping;	
Car brand classification based on detection with jitter (precision raised from 45% to 70% on test data);	
Tracking: an semi-auto annotation tool, tracking survey	
<b>Web Mining - Google's BOLD Intern Program</b>	<b>Jul. 2013 – Dec. 2013</b>
Detect non-informative part on web pages (precision raised from 68% to 70%, recall raised 0.5%)	
<b>Social Network – Student Research Program</b>	<b>Oct. 2013 – Feb. 2014</b>
A web app that can predict user's personality by analyzing his data on social network. See project at: <a href="https://git.net9.org/zrfan/srt">https://git.net9.org/zrfan/srt</a> . The project got Third Price at Tsinghua Challenge Cup.	
<b>Sentiment Analysis - HCI lab of EPFL</b>	<b>Feb. 2014 – Aug. 2014</b>
Auto-crawling data of European brands info from Chinese social platforms;	
Emotion analysis from the texts to identify people's brand engagement.	
<b>Game Design - Global Game Jam</b>	<b>Feb. 2015, Jan. 2014</b>
Game Jam 2015: finished one android game using unity. ( <a href="https://github.com/AtwoodDeng/OIO">https://github.com/AtwoodDeng/OIO</a> )	
Game Jam 2014: finished a maze game and a RPG game in 48 hours during the jam. ( <a href="https://github.com/lcb931023/GGJ2014-The-Maze">https://github.com/lcb931023/GGJ2014-The-Maze</a> & <a href="https://github.com/zrfanzy/Solitaire">https://github.com/zrfanzy/Solitaire</a> ).	
<b>Internet Analytics (Course Lab)</b>	<b>Feb. 2014 – Jun. 2014</b>
Model and analysis the user data in social network ( <a href="https://github.com/zrfanzy/internet_analytics">https://github.com/zrfanzy/internet_analytics</a> ).	
<b>Music Database (Course Project)</b>	<b>Feb. 2014 – Jun. 2014</b>
A singer-song website using PHP and SQL. ( <a href="https://github.com/zrfanzy/musicdb">https://github.com/zrfanzy/musicdb</a> ).	
<b>Data Mining - KEG lab of THU</b>	<b>Jul. 2013 – Dec. 2013</b>
<b>Phone Model &amp; Mesh Simplification (Course Project)</b>	<b>May. 2013 – Jun. 2013</b>

## Honors and Achievements

- Outstanding Graduates Award of department of computer science of Tsinghua University (2015)
- Google Anita Borg Memorial Scholarship (2014)
- Third Prize at Tsinghua University Challenge Cup (2014)
- Integrated Scholarship: Friends of Tsinghua-Shengda Scholarship (2013)
- Integrated Scholarship: National Scholarship (2012)
- Bronze medal in Asia-Pacific Informatics Olympiad (China Regional, 2009)
- First prize in National Olympiad in Informatics in Provinces (Shanghai Regional, 2008&2010)
- Number 3 in BUPT ACM/ICPC campus (2010)
- Third prize in PKU ACM/ICPC campus (2010)
- First prize in "Casio Cup": Middle School Programming Contest (Shanghai Regional, 2010)

## Experience

- Started to learn computer programming at 8, and was recommended for admission to THU for programming competition. Liked to take programming contests (ACM/ICPC, GCJ etc.).
- Provided problems for PKU ACM/ICPC campus: *Problem H* and *Problem J* (2011)
- Provided problems for NOI (National Olympiad in Informatics) team competition: *fourcolors* & *fourcolor2* (2010 & 2011)
- Leader of the electro-acoustic band SPLAY, preform on Student Festivals and Campus Rock Festival, won the Best Origin Song in Campus Singer Competition (Jul. 2013 – now)
- Member of Tsinghua University Military Band (playing percussion), preform on opening ceremony, school sports meeting, New Year Party etc. (Sep. 2011 – now)
- Worked for SECSA (Shanghai Educational Center of Science & Art) web, design the web images and flash (2007)
- Worked for CSSA (Chinese Student & Scholars Association Lausanne), help for organizing activities and making propagandas. (Feb. 2014 – Nov. 2014)
- Member of Publicity Center of the Department (Jul. 2012 – Jul. 2013)
- Finished a campus novel (about 130,000 Chinese character) in 2011.
- Hobbies: photography, music, singing, design, drawing, cuisine, etc.