

YUCHEN ZHONG(钟钰琛)

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EDUCATION

Tongji University, Computer Science and Technology, *Junior Student* Sep.2016 - Jul.2020

- **GPA:** 4.75 / 5 (92.45 / 100)
- **Selected courses:** Advanced Mathematics I(A), Advanced Mathematics II(A), Linear Algebra(A), C Programming Language(A), Discrete Mathematics(A), Data Structure(A), Algorithm Analysis and Design(A), Operating System(A), Computer Network(A), Compiler Principles(A), Database Concepts(A), Pattern Recognition(A), Data Mining(A)

RESEARCH EXPERIENCE

Research Assitant@Big Data and Machine Intelligence Lab, Tongji Mar.2018 - Oct.2018

Advisor: *Prof. Kai Yang*, Ph.D Supervisor, Department of Computer Science, Tongji University

- We build a Chinese QA system based on DrQA to answer open-domain questions.

Research Assitant@Systems Group, HKU Jul.2019 - Aug.2019

Advisor: *Prof. Chuan Wu*, Ph.D Supervisor, Systems Group, The University of Hong Kong

WORK EXPERIENCE

Intern@ByteDance, Recommendation Group, Shanghai Apr.2019 - Jun.2019

- We work on related reading recommendation for toutiao.

SCHOLARSHIP & AWARDS

- First-class Scholarship of Tongji University Sep.2017
- Outstanding Winner of 2018 Microsoft Student Club Practice Space Aug.2018
- Honorable Prize of COMAP's Mathematical Contest in Modeling (MCM/ICM) Apr.2018
- Second Prize of China Undergraduate Mathematical Contest in Modeling Dec.2017

SELECTED PROJECTS

Neural Machine Translation(en-zh) Seq2seq with Attention in PyTorch [github] Feb.2019

- Reached 10.44 BLEU(test) and 5.5 perplexity(validation) for en-zh translation after 40h training in one GPU.
- Applied BPE to English corpus to deal with rare words and tokenized Chinese corpus with Jieba.
- GRU-based model for both encoder and decoder with global bilinear attention mechanism.

ChatRoom A Cross-platform ChatRoom [github] Dec.2018

- Transmission protocol featuring fault-tolerant, resumable and one-to-many concurrent transmission.
- Cross-platform GUI powered by QT in C++.

Chess Warrior A Chess AI via Deep Learning Methods [github] Apr.2018 - May.2018

- One network learned from 120k games of human masters to predict next move and the other was trained with 25k annotated games analyzed by Stockfish to evaluate the board. Both are 39-block residual networks.
- Reached at least 1600 elo with just 2-layer alpha-beta search.

Video Caption Recognition A Novel Algorithm to Extract Captions [github] Mar.2018

- Focused on extracting captions that graphically superimposed in videos via traditional image processing, such as morphological operations, top-hat transform and perceptual hash.
- Accelerated by multi-threading; Achieved 390fps on laptop CPU with OpenCV in C++.

PROFESSIONAL EXPERIENCE

- **Microsoft Summer Camp**, Beijing

Aug.2018

SKILL STACK

- **Programming:** C / C++ / Python / Matlab / Go / Bash
- **Machine Learning:** PyTorch / Tensorflow / Scikit-learn
- **Other:** Linux / Hadoop / L^AT_EX