# Tianyu Zhang

https://tianyuz.me

## **Carnegie Mellon University School of Computer Science**

Bachelor of Science in Artificial Intelligence; GPA: 3.9/4.0, Dean's List.

• Relevant courses: \*Distributed Systems, \*Algorithms Design & Analysis, \*Scalable ML, Parallel Data Structures & Algorithms, AI: Representation and Problem Solving, Software Design & Concurrency, Theoretical CS

## EXPERIENCE

Software Engineering Intern

- Live Streams Recommendation, Graph Embedding:
  - \* Enhanced internal ML trainer (C++) performance by mitigating communication overhead. Reduced mini-batch forward latency by 40%+ in certain graph embedding training circumstances.
  - \* Extracted relations from Petabyte log data and built distributed user-author graphs using MapReduce. Devised graph encoders and trained an embedding of graph nodes using Tensorflow and ByteDance ML API.
  - \* Integrated end-to-end embedding to Click-Through-Rate prediction. Increased online user staytime (+3.5%), comment rate (+3.8%), and other metrics significantly in AB tests for Douyin (TikTok for Chinese market).

### • Systems for Engineering Efficiency:

- \* Designed and developed a system from scratch in Django with RESTful APIs that creates and manages alerts for 100+ online models of 5 products and presents model health status on a dashboard. Attracted 70+ internal users and developers. Decreased the usual day-long response time to <1hr in a recent dataflow accident.
- \* Constructed a pipeline that analyzes importance of 300+ features in a Monte Carlo fashion and performs feature modification on Terabyte model checkpoints on clusters based on results. Saved 2hr+ manual labor per iteration and 35k+ core-hour computing resources in total than hand-tuning.

## **Tsinghua Tongfang Nuctech**

Machine Learning Intern

### • Baggage Re-Identification for Smart Security Inspection:

- \* Updated existing model from verification scheme (Siamese nets) to the latest embedding scheme after implementing 5 models in PyTorch and evaluating performance on baggage datasets with hyperparam search. Achieved 0.76 accuracy of CMC rank-1 on image retrieval from a 500-baggage gallery, improving baseline by
- 80.9% in accuracy and about 10x in speed.
- Framework Development: Migrated research framework from C/Caffe to Python/PyTorch and developed additional features including activation visualization, checkpointing, and metrics platform integration.

## Yuanfudao (EdTech Unicorn)

Software Engineering Intern

- Full-Stack Development: Designed and developed from scratch a mobile event website in HTML, JavaScript, and Java that encourages high-school users to set up goals for new academic year and share to social networks. Reached 80k+ visits on event page and collected 10k+ responses.
- Data Analytics: Performed regression analysis utilizing random forests on data of 8k+ students who improved Gaokao practice scores with the company's AI-enabled tutoring service. Summarized findings and generated proposals for team's marketing strategy over the next academic year.

### Projects

- BitcoinMiner: A failure-recoverable distributed Bitcoin miner with the homegrown Live Sequence Protocol that supports reliable communication under the server-client model. (Go)
- **TimeSeries**: An extensible analysis and visualization framework for time series data that allows plugins to provide custom data sources, analysis methods, and visualization methods. (Java(Swing))
- **Pop!**: A crowd-sourcing notification app that allows users to send signals into a group and all members of that group will be notified of the event in real-time (e.g. a pop quiz for 15-251). (JS(React)+Python(Django))
- **Zebrafish:** Pattern analysis and identification of stimuli-induced neural activity of a larval zebrafish using feature-based aggregation and distributed PCA. (Python(Spark))
- LangDist: Proposed a variant of the SIR model from epidemiology to predict future geographical distributions of language speakers. Generated proposals to inform global office site selection for multinational firms. (Python+MATLAB)
- MagUnity: An electromagnetism engine implementation for Unity (using Maxwell's equations) that enables game developers to integrate electromagnets and electron beams into gameplay.  $(C^{\#}/\text{Unity}, \text{CASTIC 2017 Second Prize})$

#### SKILLS

- Systems: Java, Go, C/C++, SQL, Spark/Hadoop, HDFS, RPC, Protobuf, Apache Kafka
- Data & ML: Python (pandas, sklearn, Tensorflow, PyTorch), MATLAB, Recommender Systems (Distributed LR, FFM, GraphSAGE), Reinforcement Learning (MDP, Q-learning), Computer Vision (CNN, ResNet, Attention)

Beijing June 2020 - Aug 2020

Beijing

Beijing

May 2019 - Jul 2019

Jun 2017 - Jul 2017

Expected May 2022

Pittsburgh, PA

**ByteDance**