Jiajing Fang

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2014.Sep-- 2018.Jul South China University of Technology   Computer Science and Engineering B.S, Guangzhou Guangdong

Outstanding student and gained scholarships for 2 consecutive years(3.44/4 GPA)

2017.Sep--2018.Jan St. Petersburg National Research University of Information Technologies Mechanics and Optics (ITMO) exchange student, St. Petersburg Russia

2018.Sep--Present   Saarland University Media Informatics M.S, Saarbrucken Germany

Focus on machine learning and natural language generation

Experience and Publication：

Master	**Moire Effect on Curved Surfaces Research Project:** Be responsible for simulation in *Blender* using *Python* and fabrication (3D prototype design and 3D printing) published in Optics Express, Vol. 28 (13), 2020
	Movie Question Answering System Project: Built a small toy movie question answering system using knowledge graph database in *Neo4*j and *Sklearn* for classification and *SpaCy* for NERD
Thesis	**Drone Warning Message System:** A *Natural Language Generation* Project uses few-shot learning and transfer learning *(T5)* to generate fluent and native warning messages from sensory data.
Intern	**Machine Learning Engineer Intern in** Quantpi**:** 1. Analyze new datasets, train and evaluate different models in *PyTorch* environment as input for our AI model explanation software 2. Debug and test new software features 3. Collaborate with seniors to research and investigate new technical issues
	Software Engineer Intern in Huawei**:** 1. Collaborate with seniors to implement and maintain an object detection model in Huawei *AI cloud development platform* 2. Assist to develop educational software application demo in Unity for startup client 3. Investigate Huawei AI and VR products and generate documentation

Capabilities：

Skills：	**Language:**	Python, C++, mySQL, HTML, CSS, JavaScript, Java
	Skills:	*Machine learning* & *Data analysis* (EDA for datasets), *Natural language generation and processing*, *Software development* (Git, linux), *3D animation and VR* (Blender, Unity 3D)