

Andrew Sheng

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Bachelor of Science in Computer Science, Machine Learning Concentration, Physics Minor Expected May 2022

- **GPA:** 3.90 / 4.0, Recipient of Dean's list for three semesters
- **Relevant courses:** (16-385) Computer Vision [*in progress*], (10-315) Introduction to Machine Learning, (15-281) Artificial Intelligence: Representation and Problem Solving, (15-210) Parallel and Sequential Data Structures and Algorithms, (15-251) Great Ideas in Theoretical Computer Science
- **Clubs and organizations:** AB Tech, cmuTV

EXPERIENCE

Machine Learning Software Engineer Intern

Arlington, VA (Remote)

Decisive Analytics Corporation (Whitney, Bradley and Brown, Inc.)

May 2020 – August 2020

- Achieved near-perfect accuracy in analytics created for anomaly detection on a traffic security system
- Researched state-of-the-art computer vision techniques including object detection (YOLO and R-CNN), object tracking (DeepSORT), and pose estimation
- Assisted in deployment and testing by packaging analytics into Docker containers

Techie and Personnel Manager

Pittsburgh, PA

AB Tech (Activities Board Technical Committee), Carnegie Mellon University

September 2018 – Present

- Provided professional-grade sound and lighting support for activities around campus
- Served as Production Manager and communicated with organizers to meet all technical needs
- Expanded the skillset of other members by leading trainings about audio engineering and mixing
- Facilitated smooth operation of the organization by ensuring all events have enough people assigned

Youth Worker (Teaching Assistant)

Brooklyn, NY

CPC Beacon Summer Camp, Chinese-American Planning Council

Summers 2018 – 2019

- Introduced and got students interested in computer science by teaching interactive lessons
- Designed a Python program to keep track of the class point system and to show students an application of computer science, while also increasing classroom participation

PROJECTS

- **Pacman AI Agents (Python):** Implemented different artificial intelligence algorithms including search algorithms such as A*, linear and integer programming, reinforcement learning such as Q-Learning, and Hidden Markov Models to solve games of Pacman
- **Coup (Python):** Created a game with a group of friends during a hackathon based on the Coup card game; primarily worked on UI and implementing online multiplayer connections using sockets

SKILLS

- **Technical:** Python (Intermediate), C (Intermediate), SML/NJ (Intermediate), Computer-Aided Design (Basic), Audio Engineering (Intermediate)
- **Certifications:** Microsoft Technology Associate in Networking Fundamentals, AutoCAD Certified User, Dante Level 1 Certification, Dante Level 2 Certification
- **Languages:** English (Native), Spoken Cantonese (Basic)