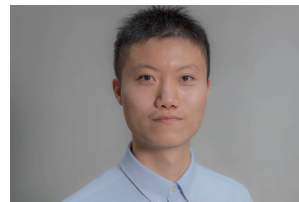# Yuheng **FENG**

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Born on 28th August 1995, in Shanghai
Nationality: Chinese

🎓 Education

2018 - 2019	**Master's Degree in Human-Computer Interaction (M2)** University of Paris-Sud, Orsay, France
2017 - 2018	**First year of Master's Degree in Computer Science (M1)** Université Paris-Est Marne-la-vallée, Île-de-France, France
2016 - 2017	**Bachelor's Degree in Computer Science** Université Paris-Est Marne-la-vallée, Île-de-France, France
2013 - 2017	**Bachelor's Degree in Computer Science** Shanghai Normal University, Shanghai, China

👥 Professional experience

2020.10 | 2019.10	**INRIA Team AVIZ and Université Paris-Sud : 1 year Research Assistant** • Subject: Visualize large amounts of data using a new computational paradigm called progressive visual analytics. • Create a prototype visualization system in Python, Jupyter Notebook et C++.
2019.09 | 2019.04	**INRIA Team AVIZ and EDF (Saclay) : 6 months Research Intern** • Find strategies for exploring large amount of time series as high dimensional data in interactive time. • Create a progressive visualization system with C++ and OpenGL using principal component analysis (PCA). • Implement and compare various PCA algorithms.
2018.07 | 2018.05	**Laboratoire d'Informatique Gaspard-Monge UMR 8049 (Champs-sur-Marne) : 3 months Research Intern for Master 1** • Develop an evaluation module for a NLP software (Unitex/GramLab). • Create an interface for visualizing the results in Java. • Revise existing Java code and set up unit tests.
2015.08 | 2015.07	**YOOZOO Games (Shanghai) : Game Designer Intern** • Designed an achievement system of a web game. • Collaborate with graphics artists and developers to implement new features.

💡 Skills

Language skills	Chinese (Native speaker), French (Fluent), English (TOEIC score in 2018 : 905/990).
Programming	Java, Python, C, C++, HTML, CSS, JavaScript.
Algorithmes	Complexity and data structure, Linear algebra, Machine Learning and Deep Learning, Network protocols, Data visualization.
Operating systems	Mac OS, Linux Ubuntu, Windows.
Tools	Git, MySQL, Scikit-learn, OpenCV, OpenGL, Unity.