

# Yuheng FENG

Curriculum vitae

Born on 28th August 1995, in Shanghai

Nationality: Chinese



## Education

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Sep 2018 to Present	<b>Master's Degree in Human-Computer Interaction (M2)</b> University of Paris-Sud, Orsay, France
Sep 2017 to Jun 2018	<b>First year of Master's Degree in Computer Science (M1)</b> Université Paris-Est Marne-la-vallée, Île-de-France, France
Sep 2016 to Jun 2017	<b>Bachelor's Degree in Computer Science</b> Université Paris-Est Marne-la-vallée, Île-de-France, France
Sep 2013 to Jun 2017	<b>Bachelor's Degree in Computer Science</b> Shanghai Normal University, Shanghai, China
Sep 2015 to Jun 2016	<b>Technical University Diploma of Computer Science</b> I.U.T de Marne-la-vallée , Île-de-France, France



## Professional experience

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Apr 2019 to Sep 2019	<b>INRIA and EDF (Saclay)</b> <u>Subject: Visual sensitivity analysis for ensembles of curves</u> Implement progressive algorithms in a visualization system which allows analysts to explore large amounts of data in interactive time.
May 2018 to Jul 2018	<b>Laboratoire d'Informatique Gaspard-Monge UMR 8049</b> <u>Subject: Develop an evaluation module for Unitex/GramLab</u> <ul style="list-style-type: none"><li>• Search optimal pairs between two annotated text files</li><li>• Calculate metrics for the alignments found</li><li>• Create an interface for visualizing the results</li><li>• Revise existing Java code and write unit tests</li></ul>
Aug 2017 to Sep 2017	<b>Shanghai Pudong Software Park Huizhi Software Development Co., Ltd. (Shanghai)</b> Research for Grafana (an open-source software for metric analytic and data visualisation), using InfluxDB/OpenTSDB, Linux System and Python for data format conversion.
Jul 2015 to Aug 2015	<b>Youzu Interactive Co. Ltd. (Shanghai): Game Design Intern</b> Designed an achievement system of a web game. Communicated with front-end developers and graphics artists.



## Skills

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### Language skills

Chinese (Native speaker), French (Level B2), English (TOEIC score in 2018 : 905/990).

### Programming

Java, Python, C, C++, HTML, CSS, JavaScript

### Operating systems

Mac OS, Linux Ubuntu, Windows.

### Algorithmes

Networking basics, Complexity theory, Graph theory, Linear Programming, Cryptography, Machine Learning.

### Infographie

Adobe Photoshop, OpenCV, OpenGL.

### Softwares

Microsoft Office, Eclipse, Git, Maven.

### DBMS

MySQL, Oracle, PLSQL.