Baicheng Chen

Education

The Chinese University of Hong Kong, Shenzhen

Sept 2023 - Present

BS in Computer Science and Engineering

- ∘ GPA: 3.733/4.0 (Transcript **∠**)
- Coursework: Java programming, Computational Laboratory Using Java (A), C++ programming, Data structure (A), Optimization

University of California, Berkeley

June 2024 - Aug 2024

Summer Session

- ∘ GPA: 4.0/4.0 (Transcript **∠**)
- o Coursework: Computer Security (A), Discrete Math (A)

Research Experience

Research Assistant at Secure Computing Lab of Big Data

China

Advisor: Baoyuan Wu, Associate Professor, The Chinese University of Hong Kong, Shenzhen

 $Sept\ 2024\ -\ Present$

• Doing research for the topic of Deepfake Detection.

Publications and Working Papers

 B. Chen, "Federated Learning-Based EfficientNet in Brain Tumor Classification", In Proceedings of the 1st International Conference on Engineering Management, Information Technology and Intelligence (EMITI), 2024. [Paper]

Projects

Implementation of Image Classification Training Based on FedAvg Algorithm

March 2024

- o Group Project with Boxuan Wen, Yeke Zhang, Zixiang Hao
- This project mainly focuses on how to use Federated Learning to solve the image classification task and find the best accuracy through parameter tuning.
- Wrote the training part of the code and analyzed the impact of hyperparameters and heterogeneity.
- Presentation Slides Z, Final Report Z

A Secure File Sharing System

Aug 2024

- Project 2 C of the course CS161: Computer Security at UC Berkeley
- o Work with Jonathan Lin
- Used cryptographic library functions to design a secure file sharing system, which will allow users to log in, store files, and share files with other users, while in the presence of attackers.

Java Chat Room 2024

- ∘ Project 1 🗹 of the course CSC1004: Computational Laboratory Using Java at CUHKSZ
- Individual work
- Design a Chat Room with features include 1) Multithreading Implementation, 2) Chat Room Functions, 3)
 Message Display, 4) Chat Record Storage, and 5) Search Function.

Java Gomoku Game 2024

- ∘ Project 2 🗹 of the course CSC1004: Computational Laboratory Using Java at CUHKSZ
- o Individual work

 \circ Design a Gomoku Game with features include 1) Preliminary Game Rules 2) Java GUI, 3) Direct Mouse Control, and 4) Undo and Redo.

Technologies

Languages: C++, C, Java, JavaScript, SQL, Python, Go, MATLAB