

# ZHAO, Sihang

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## EDUCATION

<b>The Chinese University of Hong Kong, Shenzhen</b> <i>MPhil in Computer and Information Engineering</i> , Supervised by Prof. Pinjia He	Shenzhen, China Jan. 2023- Present
<b>Imperial College London</b> <i>MSc in Applied Computational Science and Engineering</i> , with Merit	London, UK Oct. 2021- Oct. 2022
<b>University of California, Davis</b> <i>Exchange Programme</i> , with Overall GPA 3.92	Davis, California Sept. 2020- June 2021
<b>Wuhan University of Technology</b> <i>BEng in Computer Science and Technology</i> , with Overall GPA 3.83	Wuhan, China Sept. 2017- June 2021

## RESEARCH EXPERIENCE

<b>MSc Final Individual Project</b> <i>Automated Crater Detection and Classification with Machine Learning</i>	Imperial College London April 2022 - Sept. 2022
<ul style="list-style-type: none"><li>Designed and implemented the <i>Metamorphic Crater Generator (MCG)</i>, a generation algorithm for crater-images.</li><li>Proposed a Crater Detection Algorithm test method and a training iteration strategy based on MCG</li><li>Applied MCG as data augmentation method. On YOLO V5, the recall rate increased by 3% and the mAP 0.5 increased by 2% tested on the dataset provided by Benedix et al.</li><li>The model trained under the MCG - augmentation iteration strategy achieved 7% more recall rate on craters of 1.5~10 km diam and 6% more recall rate on craters smaller than 1.5 km on the same dataset.</li></ul>	
<b>MPhil Researcher</b> <i>Human - Computer Interaction and Software Design with Large Language Models</i>	The Chinese University of Hong Kong, Shenzhen Mar. 2023 - Present
<ul style="list-style-type: none"><li>Designed and developed a reading-aid software for Dyslexics</li><li>Evaluated the usability and effectiveness of the software</li></ul>	

<b>Research Assistant</b> <i>Evaluation about the Inability to Reason of ChatGPT</i>	The Chinese University of Hong Kong, Shenzhen Dec. 2022 - Mar. 2023
<ul style="list-style-type: none"><li>Proposed a hypothesis that ChatGPT does not consider the logical relationships between options, common sense, and questions when processing QA tasks</li><li>Designed a series of multiple-choice QA datasets called Odysseus to validate the above hypothesis</li><li>ChatGPT performed poorly on Odysseus, indicating that it indeed did not use above deep logical relationships to solve problems</li></ul>	

## INTERNSHIP

<b>SenseTime</b> <b>AI Software Designer and AI Product Manager</b>	Shenzhen, China April 2023 - Present
<ul style="list-style-type: none"><li>Designed AI software based on the usage scenarios of smart city and smart transport (i.e. Pavement defect detection)</li><li>Designed object detection and event detection software for Disneyland</li></ul>	
<b>Chinasoft International</b> <b>Software Designer and Developer</b>	Ningbo, China Jul. 2020- Aug. 2020
<ul style="list-style-type: none"><li>Involved in a project to make the data analysis (over 2000 lines) of Korean players in "League of Legends", a free-to-play multiplayer online battle arena</li><li>Made the requirement analysis and product design, implemented UI via TKinter and SQL.</li><li>Learnt and applied Pytesser for security code recognition, dealing with anti-crawling mechanism of some websites</li><li>Employed Good-Turing Frequency Estimation to smooth the aliasing of the data</li><li>Result: the programme's final prediction and analysis were in line with the actual situation of the current version of the game; won the First Place in the oral defence for the project</li></ul>	

## AWARDS

Academic Excellent Awards in UC, Davis	June 2021
Third-class Scholarship of Wuhan University of Technology	Nov. 2020
Merit Student of Wuhan University of Technology	Nov. 2020
Excellence Award for 21 <sup>st</sup> East China Cup Mathematical Modelling Competition	May 2019
Second Prize in Chinese High School Mathematics Competition	Sept. 2016

## PROGRAMMING SKILLS

**C++:** Object-oriented programming  
**Python:** Data visualization via **matplotlib**, Scientific computing via **SciPy**  
**Machine learning** via **pytorch** and **sklearn**  
**Java:** Programmed games (e.g., Minesweeper, Maze and Match It)  
**JavaScript, SQL, C#:** Implement courses designs

## RESEARCH INTEREST

- Human-computer interaction
- Applied Machine Learning
- Software Engineering