# Billy Zhong https://billyz.me

(925) 785–4285 billy.zhong@yale.edu https://github.com/BillyZhong

# Education Yale University — Computer Science and Mathematics (B.S.) Expected Graduation: May 2022

2018-Present

CPSC 223 — Data Structures CPSC 323 — Introduction to Systems CPSC 475 — Computer Vision CPSC 476 — Advanced Computer Vision MATH 230 — Vector Calculus and Linear Algebra MATH 244 — Discrete Mathematics CPSC 338 — Digital Systems CPSC 470 — Artificial Intelligence MATH 270 — Set Theory CPSC 366 — Intensive Algorithms MATH 305 — Real Analysis  ${\sf CPSC~452-Deep~Learning}$ CPSC 460 — Automata Theory CPSC 468 — Computational Complexity PHIL 267 — Mathematical Logic PHIL 427 — Computability and Logic MATH 310 — Complex Analysis MATH 350 — Abstract Algebra CPSC 465 — Theory of Distributed Systems ECON 351 — Mathematical Game Theory MATH 354 — Number Theory

\*currently enrolled

#### Work Yale University (Professor Sun-Joo Shin) — Research Assistant

2020-2021

Prepared case studies concerning different forms of heterogenous systems of logic to study and characterize the nature of diagrammatic reasoning

### **DeepMap** – Computer Vision Intern

2019

Designed algorithms and benchmarks for lane line feature detection in satellite road images Implemented such algorithms into accessible, user-friendly tools

#### **Zingbox** – Software Intern

2017

Programmed a test suite for UI using Python and Selenium Created database query interface for Splunk

## **Projects Chinese Study Tool**

2019

Programmed a computer vision application to recognize Chinese characters within PDF images and annotate them within the PDF with their translations

Explored object localization neural networks in contrast to traditional computer vision techniques

Bartending Robot 2019

Designed and constructed a small, portable robot that makes beverages to-order through both physical and web interfaces

Presented in Digital Systems class as an embedded system for final project

**Dynosaur** 2016-2018

Researched optimization techniques to teach a bot to play the Google Dinosaur Runner Game Designed a interactive web dashboard to monitor the bot as it learns

#### Sandwich Lecture Analysis

2015

Created a natural language processing web application that finds pertinent information on college lectures like key words and supplemental texts

| Awards | FBLA State Leadership Conference | 4th Place, Network Design    | 2016 |
|--------|----------------------------------|------------------------------|------|
|        | USA Computing Olympiad           | Gold Division                | 2016 |
|        | VEX World Championships          | Judges' Award, Arts Division | 2015 |
|        | HSHacks                          | Top 3, Hardware Hacks        | 2014 |