

# XIAOHAN ZOU

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## EDUCATION

<b>Boston University</b> , Massachusetts, USA	09/2021 – 06/2023 (Expected)
M.S. in Computer Science	
<b>Tongji University</b> , Shanghai, China	09/2016 – 07/2020
B.Eng in Software Engineering	

## PUBLICATIONS AND SUBMITTED MANUSCRIPTS

- **Xiaohan Zou**, Cheng Lin, Yinjia Zhang, and Qinpei Zhao. "To be an Artist: Automatic Generation on Food Image Aesthetic Captioning", **ICTAI 2020** (Acceptance Rate: 25%, **Oral Presentation**) [[Paper](#)] [[Code](#)]

## PROJECTS

<b>Food Image Aesthetic Captioning</b> , Tongji University, <a href="#">Link</a>	04/2020 – 06/2020
<ul style="list-style-type: none"><li>◦ Proposed a novel framework consisting of a single-attribute captioning module and an unsupervised text summarization module for generating aesthetic captions for food images, <b>published in ICTAI</b></li><li>◦ Designed a data filtering strategy inspired by TF-IDF method for building a <a href="#">dataset</a> for this new task</li><li>◦ Designed two new evaluation criteria to assess the novelty and diversity of the generated captions</li><li>◦ Outperformed baselines and existed methods substantially in terms of diversity, novelty and coherence</li></ul>	
<b>Fault Diagnosis for Microservice Architectures</b> , Tongji University	09/2018 – 01/2019
<ul style="list-style-type: none"><li>◦ Represented the microservices of a cloud platform and the causal relationships between them by a Bayesian network against the observed performance metrics dynamically using PC algorithm</li><li>◦ Identified the culprit microservices when an anomaly occurred using random walk</li><li>◦ Outperformed traditional approaches with 6.56% accuracy improvement, without knowing the calling graph</li></ul>	
<b>Semi-Supervised Machine Translation</b> , Peking University	07/2018 – 08/2018
<ul style="list-style-type: none"><li>◦ Utilized the structure duality to boost the learning of two dual tasks based on shared hidden space</li><li>◦ Designed two denoising auto-encoders consisting of encoders and decoders of two traditional Seq2Seq neural machine translators to make use of unpaired data</li><li>◦ Outperformed strong baselines by 1.0 - 2.9 BLEU on IWSLT'15 and WMT'14 dataset</li></ul>	

## PROFESSIONAL EXPERIENCE

<b>Software Engineer Intern</b> , Acoustic-Optic-Electronic Co., LTD. of China Electronics Technology Group Corporation, Chongqing, China	10/2020 – 06/2021
<ul style="list-style-type: none"><li>◦ Visualized Sanxingdui's 3D excavation site and sensor data using Cesium and Vue</li><li>◦ Wrote scripts to label ancient handwritten characters and generate OCR training files automatically</li></ul>	
<b>Game Engineer Intern</b> , Banana Interactive, Shanghai, China	10/2019 – 05/2020
<ul style="list-style-type: none"><li>◦ Participated in the development, updating and testing of 3 H5 games using JavaScript and Construct 3</li><li>◦ Ported a game packaging and deployment tool from Windows to Linux and macOS</li></ul>	

## AWARDS AND HONORS

<b>Bronze</b> , China Collegiate Programming Contest (CCPC)	2018
<b>Second Prize</b> , China Mathematical Contest in Modeling (CUMCM)	2017, 2018

## SKILLS

**Programming Languages:** Python, JavaScript, HTML/CSS, C/C++, Java, MATLAB  
**Tools and Frameworks:** Git, PyTorch, Keras, Linux, Vue, React, Django,  $\LaTeX$   
**Languages:** Chinese (native), English (proficient, TOEFL: 106, GRE: 322)