Zhihong Jiang

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EDUCATION

New York University   **New York, NY**
Candidate for a B.S degree in Computer Science   Expected Spring 2024
Relevant Course: Object Oriented Programming, Computer Architecture, Databases, Operating System, Artificial Intelligence, Analysis of Algorithms, Game Programming, Data Analysis, Web Development
Candidate for a minor in Mathematics, Game Engineering   Expected Fall 2024
Elite Preparatory Academy   **Somerset, NJ**
Relevant Course: Honor Programming, Honor Calculus   June 2020

PROFESSIONAL EXPERIENCE

Massachusetts Institute of Technology Deep Learning Research   June - August 2021
- Developed a cancer diagnosis application with a user interface, a Convolutional Neural Network backend for classification, and a natural language processing program for communications
- The Convolutional Neural Network based training model achieved an accuracy of 89%.
- The outstanding performance earned a recommendation letter from Professor Mark Vogelsberger
- Research papers adopted and published in SPIE Digital Library

Indie Game Development   January 2022 - Now
- Achieve an original physics engine written in C++ with openGL, supporting accurate volume collisions, physics linkage, and realistic performance effects.

Web Developer   August 2022 - Now
- Porting my games with source code in C++ or Python to a web service using javascript and css
- Provide personal website and custom web animation on the basis of P5
- Made a web air-ticket reservation application with python as the backend and SQL as the database information processing, through HTML and javascript.

RELEVANT ACTIVITIES

NYU LeetCode & Data Science Bootcamp & Poly Programming Club   January 2022 - May 2022
- Increased the knowledge depth of data science/analytics about Data wrangling, Exploratory data analysis, Model construction and Visualization with Tableau
- As a club and competition team member, finishing online programming competitions once a week and getting into the top 10%

National Olympiad in Informatics   August 2018 - August 2021
- Silver, Silver and Gold medals for three years in C++ and python programming experience

PROFESSIONAL SKILLS

Language: C, C++, Python, Java, SQL, Verilog, JavaScript, HTML, CSS
Library and Framework: TensorFlow, Keras, NumPy, PyTorch, P5
Artificial neural network: Convolutional neural network, Recurrent neural network
Engine and Interface: openGL, Unity
IDE: Visual Studio, Visual Studio Code, PyCharm, Sublime Text, IDLE
Operating system: Microsoft Windows, macOS, Linux, Unix, XV6