

Zhihong Jiang

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EDUCATION

New York University, Tandon School of Engineering

Candidate for a B.S degree in Computer Science

Brooklyn, NY

Expected Fall 2024

Relevant Course: Object Oriented Programming, Computer Architecture, Databases, Computer Graphics

Candidate for a minor in Mathematics, Game Engineering

Expected Fall 2024

The Pennsylvania State University, College of Engineering

University Park, PA

Was a candidate for a B.S degree in Data Science

September 2020 - May 2021

Relevant Course: Python & C++ Programming, Data Structures, Data Sciences

GPA 3.74

Elite Preparatory Academy

Somerset, NJ

Relevant Course Work: 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 - August 2022

- Achieve an original physics engine written in C++ and OpenGL, supporting accurate volume collisions, physics linkage, and realistic performance effects.

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 get into top 10%.

National Olympiad in Informatics

August 2018 - August 2021

- Silver, Silver and Gold medals for three years in C++ and python programming experience

WORK EXPERIENCE

High School Academy Summer Session

Somerset, NJ

Teacher's Assistant

July-August 2018-2019

- Introduced the knowledge about General Engineering, Algebra 1&2, Calculus 1, Basic Programming Algorithms in classes to 200 students ages 4th Grade to 10th Grade
- Managed the organization of busy classes with hundreds of students

PROFESSIONAL SKILLS

Language: C, C++, Python, Java, SQL, Verilog, JavaScript

Library and Framework: TensorFlow, Keras, NumPy, PyTorch

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: Linux, Microsoft Windows, macOS