Gaosen Zhao

Education

University of Waterloo

Waterloo

Bachelor of Computer Science candidate,

2017-2021

Programming

- Proficiency in Racket(lisp), C
- \circ Intermediate in C ++ and R
- Be familiar with HTML, CSS, JavaScript, Python, Latex
- Understand Data structure and basic Algorithm

System and Software

- Microsoft Excel, PowerPoint
- Linux, Windows and Mac OS
- OR studio, Xcode, Photo shop and iMoive

Mathematics and Statistic

- Having deep understanding in Calculus, Linear algebra
- Be familiar with Probability and Statistic theory

Experience

Vocational

Shandong University of Finance and Economy

Jinan

Research Assistant

06/2016-07/2016

Participate in the statistic research about the situation of the transformation of the social tradition and city environment and sanitation in Jinan.

Detailed achievements:

- Take in charge of telephone interview(specimen collection)
 - design questions of telephone interview;
 - interview more the 1/4 specimen independently;
- Help write research report:
 - Help statistic data, modify sentence and format

Shandong University of Finance and Economy

Jinan

Technical Support

11/2016-12/2016

Help solve technical problems in laboratory and tech students

• Help install the software used for research and statistic.

- Teach students to telephone interview with CATI (Computer-Assisted Telephone Interviewing)
 Software.
- Manage the survey sample and distribute the quota for students

Miscellaneous

High School attached to Shandong Normal *Advisor*

Jinan Guide

7/2014,7/2015,7/2016

- Answer questions about academy for new coming first year high school students as outstanding student
- Introduce the general situation of high school and share experience of being excellent.
- Help organize and prepare the open day of high school.

Languages

- English
- Chinese

Project

Ken-Ken Puzzle

• Write a program that can efficiently solved any 9*9 and 6*6 Kenken Puzzle within 5 seconds in Racket with an optimized backtracking algorithm.

Dota2 Heroes Dictionary

- o Build a instruction database for each hero in Dota2 in C
 - Each hero is an independent structure in the data base with several properties and user can such by one or more properties.
 - Implements "searching" function with binary tree data structure.
 - More specific information is shown on my github.