

# Zhanghu Zhao

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## EDUCATION

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### University of Helsinki

September 2022 - June 2024 (Expected)

M.S. in University of Helsinki, Department of Computer Science

- Courses: Design and Analysis of Algorithms; Web Software Development; Full Stack Web Development(including programming a server with **Nodejs** and **express**, **Jest**, **redux**, **router** and **GraphQL**)
- Total GPA: 4.9/5

### Soochow University

September 2017 - June 2021

B.S. in Soochow University, Department of Computer Science and Technology

- Courses: Data Structure; Algorithm Design and Analysis; DataBase System; Operating System
- Total GPA: 3.8/4

## PROJECTS

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### Kanban

September 2022 - November 2022

*The application provides excellent UI interfaces to manage boards and Tasks.*

- Implemented the **RESTful APIs** with **Node.js** to handle HTTP requests and responses and **token based authentication**.
- Set up frontend using **React**(useState, useEffect, redux) with **Material-UI** as well as some CSS and designed drag-and-drop functionality as well as emoji picker.
- Designed user, board, section, and task databases using **MongoDB**.

### Trivia Question and Answer Application

March 2022 - May 2022

*The application provides a list of topics and allows questions in the topics to be answered*

Demo: <https://dralnmatthew-3.fly.dev/>

- Built the application using **Deno** and **Oak** with a three-tier architecture (client, server, database) and a layered architecture with four layers (views, controllers, services, database).
- Created different routes for authorization and main functionalities including topics and quiz as well as an **API** that allows asking for a random question and answering the random question.
- **Tested** individual functions and components using a standard library that contains assertions, and HTTP interfaces of the application using SuperOak framework.

### Online Auction System

January 2021 - June 2021

*The application provides an online auction system taking the strategy of the second price sealed auction.*

- Analyzed the requirements and simulated scenarios required for the second price sealed auction.
- Designed UI interfaces for different scenarios using **Qt Designer**, and transformed them into code.
- Utilized socket to mimic the process of auction, which dealt with simultaneous auctions by multiple users as well as multiple commodities.

## SKILLS

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- Programming language: Python, R, HTML5/CSS/Javascript, having knowledge of Java and C/C++
- Web Development: Django, Node.js, React, MongoDB, PostgreSQL, Docker, Kubernetes, CI/CD and Git
- Machine learning: numpy, matplotlib, pandas, sklearn, and pytorch
- Language: Chinese (C2), English(C1)

## OTHERS

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- I like to **travel** and **photograph** <https://dralnmatthew-4.fly.dev/>
- I am a **passionate**, **energetic**, and **outgoing** master student and like to get touch with new things. I can learn new things quickly under instruction as well as on my own, and I have finished about 60 ECTS (some courses haven't been graded) for the first semester.