ZHAO Shanhe

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🎂 July 5th, 1999

Education

2019.09 – 2023.05   🔖 **BSc Honours, The Hong Kong Polytechnic University**
Thesis title: *Final Year Interim Project Report – Development of an IoT Application*

Employment History

2022.07 – 2022.08   🔖 **APEX Ace Holding Limited (Internship)**
Business Development Assistant. Responsible for market data analysis of MR, AR, VR, and other devices, hardware research, and analysis of market modules that the company can participate in and market potential

2023.07 – 2024.08   🔖 **Hami Tongxin Network Technology Co., Ltd.**
Web Frontend Engineer.

Project

2022.01 - 2022.05   🔖 **Darabun Web Fighting Game Development (Unity2D)**
The technical exploration of Unity is realized by developing Unity2D games
Project Responsibilities:

1. Enemy development

2. Player, enemy actions, and mechanic design

3. Game value setting

4. Weapon upgrade system development

5. UI design

6. Multiplayer game development based on Mirror

Project Results:

1. Technical Exploratory Game Development

2. Multiplayer game implementation

Project (continued)

2022.01 – 2022.07 🔖 **Ready Player One Research**
Implementing the metaverse with Unity3D
Realizing the Metaverse by developing Unity3D games (game optimization aspect)
Project Responsibilities:

1. VR partial implementation

2. Enemy development

3. Game value setting

4. Upgrade system development

5. UI design

6. GPU, CPU optimization

Project Results:

1. Technical exploratory game development

2. Research on game optimization

3. The game installation package links:

   https://pan.baidu.com/s/1mcb1vJBnbGnUidP4nZh3OA?pwd=06sm
   Extraction Code: 06sm

2022.09 - 2023.05 🔖 **IoT Development and Application – Parking lot Management**
IoT development and application
HTML and other languages were used to construct the web page, SQL was used to build the database, SVM was used to recognize the license plate, Raspberry Pi was used as the IoT device, and Python was used for parking lot management.
Project Responsibilities:

1. Web development

2. Database development

3. License plate recognition system development

4. IoT device development and deployment

2023.08 - 2023.12 🔖 **C1 Terminal Game AI – AI planning decisions based on hierarchical decision making and decision trees**
Through hierarchical decision-making and decision trees, to achieve AI automatic combat
Project Results:

1. AI Attack Strategy Algorithm Development

Project Responsibilities:

1. Our AI beats the official AI

Project (continued)

2024.03 - 2024.04   ■ **DDoS Attack Classification (Personal Project)**
This project includes three models of Gaussian Naive Bayes, gradient boosting, and random forest, and the quality of the model is judged by the results of accuracy, time used, accuracy, recall, and F1 score
Project Results:

1. https://github.com/Edward-EH-Holmes/DDoS-Attack-Detection

Skills

Languages	■	Strong reading, writing, and speaking competencies in English, and Mandarin Chinese
Coding	■	Java, PHP, Python, SQL, LaTeX
Databases	■	MySQL
Web Dev	■	HTML, CSS, JavaScript, Apache Web Server
Software	■	Unity (2D & 3D), Tableau
Misc.	■	Machine Learning Algorithm, Linux Operating System