

Meilin Zhu

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EDUCATION

Institute of Software, Chinese Academy of Sciences(Univ. of CAS)	July 2023 - June 2029(est.)
<i>Ph.D. Software Engineering</i>	<i>Current GPA: 3.87/4.0</i>
Tsinghua University	July 2019 - June 2023
<i>B.Eng. Computer Science and Technology</i>	<i>GPA: 3.73/4.0</i>
Jilin City No.1 High School	July 2016 - June 2019
<i>No.11 of students in Jilin Province in National College Entrance Examination</i>	

SKILLS

Languages: Python, C/C++, Cython, Rust, Java/Kotlin, JavaScript, TypeScript, Go, HTML, JSON, CSS, Ruby, \LaTeX
Frameworks: Pytorch, Node.js, React Native, Bootstrap, Ruby on Rails, Django
Tools: Linux(Configuring and Managing), Git, Docker, \LaTeX , Slurm, Postman

SELECTED PROJECTS

ISS <i>Autonomous Driving Platform</i>	Jan. 2023(Under Development)
<ul style="list-style-type: none"> Modular framework with the aim to build an extensible workspace tailored to research Contain both traditional and deep learning algorithms for self-driving related tasks Design modulars with minimal dependency on external libraries, providing clean workspaces for researchers 	
*** Net Access <i>Network Service Provisioning Module</i>	Aug. 2021
<ul style="list-style-type: none"> Cooperated with *** Co., Ltd, developed its network service provisioning and access module used for routers System with complete frontend and backend Implemented functions: User Management, Ticket Lifespan, Online Appointment, etc. 	
Naive Ray Tracer <i>C++ Ray Tracing Engine</i>	May 2021
<ul style="list-style-type: none"> Implemented basic PT(Path Tracing) and SPPM(Stochastic Progressive Photon Mapping) algorithm Speed up intersection process by KD-Tree pre-processing Implemented Bezier & B-spline Curve Intersection algorithms based on Newton-Raphson Method Implemented extra features including textures, focus depth and anti-aliasing 	

EXPERIENCE

Institute of Software, Chinese Academy of Sciences <i>Research Intern</i>	Oct. 2022 – June 2023
<ul style="list-style-type: none"> Designed modular structure of ISS platform Implemented data exchange layer and majority part of perception layer of ISS Participated in adversarial attack on NeRF and its downstream applications 	
AISSpeech Inc. <i>Developing Engineer Intern</i>	June 2022 – Sept. 2022
<ul style="list-style-type: none"> Improved end-to-end keyword spotting & recognition system, data alignment, conducting baseline experiments Speed up model training and deployment by optimizing network structure and downsizing neural network scale 	
CoAI Group, Tsinghua University <i>Research Intern</i>	Oct. 2020 - Apr. 2022
<ul style="list-style-type: none"> Participated in fine-tuning LLMs and data cleaning & scaling 	

MISCELLANEOUS

I'm also engaged in Physics and Riichi Mahjong.

- Physics:** I've been always finding it interesting to solve physics problems since young, and I've won the Silver Medal of the 35th Chinese Physics Olympiad(CPhO).
- Riichi Mahjong:** I usually play Riichi Mahjong online and in-person during my spare time. I'm also a live streamer that plays Mahjong-Soul, an online Riichi Mahjong game that I rank on a lot.