

Fanchao Zhou

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EDUCATION

Texas A&M University, College Station, Texas
M.Eng. in Computer Engineering, **Overall GPA: 3.85/4.00**

Sept. 2014-Dec. 2016

Huazhong University of Science and Technology, Wuhan, China
B.A. in Telecommunications, **Overall GPA: 3.76/4.00 (Top 2.5 Percent in My Major)**

Sept. 2010-Jun. 2014

Relevant Courses:

C/C++ Programming, Algorithms and Data Structures, Java Programming and Android Development, Software Engineering, Computer Networks, Artificial Intelligence, Convex Optimization

SKILLS

Programming Languages: Java, C/C++, SQL, HTML/CSS, Ruby, MATLAB

Tools and Skills: Android Development, SQLite, MySQL, Rails(Still Learning), Tomcat, Git, OpenCV

PROJECTS

Individual Project: Android App for Face Recognition

Apr. 2016

- Designed a single-activity, multi-fragment UI framework. Developed the basic functions such as photo storage management and SQLite manipulation.
- Utilized OpenCV for face detection and recognition on Android platform.
- Deployed a Tomcat Server to receive and store photos and their recognition results. Manipulated MySQL on the server by JDBC to store photos and their recognition results for future display.

Individual Project: Movieview

Mar. 2016

- Used the movieDB API to pull detailed information about recent movies from the Internet. Defined a customized adapter to populate the grid UI in the main activity with movie posters and names.
- Used Intents to pass detailed information from the main activity to a detail activity. Designed the detail page to display all the detailed information such as movie synopsis, popularity and ratings.

Group Project: Android App for Signal Detection and Local and Distant Data Storage

Feb. 2016

- Devised a multi-fragment UI framework for the app. Designed all the functions for UI component controlling. Configured the menu so the user could navigate through different pages.
- Cooperated with 2 other teammates, integrated their code for serial port communication and Wi-Fi transmission into my framework, and debugged the code.

Group Chatting Room and Tiny TFTP Server

Sept. 2015 – Nov. 2015

- Used the socket API in C language to implement a TCP-based group chatting room. Defined a new, simple packet format for data exchange, and programmed the wrapping and unwrapping functions for it.
- Developed all the server-side functions, and debugged it collaboratively with my teammate's client code to finally find 3 inconspicuous bugs.
- Used the socket API to implement a stop-and-wait protocol for a read-only TFTP server.

Blocksworld Solver

Sept. 2015 – Nov. 2015

- Implemented A-star search algorithm in C++ and applied it on the blocksworld problem. Devised an efficient and admissible heuristic function that improved the efficiency by 60 times and guaranteed the optimality.