Fu Zhang | A Programmer

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A final year university student and a motivated programmer who has been programming since 2010, seeking a career as an Software Engineer. I have started learning to program since I was a child and have accumulated many years of experience in programming. especially in C/C++ and other C family languages. I have also a solid background on Java and many Interpreted language. My degree in Electronic and Information Engineering has enabled to establish a thorough understanding of the mathematical concept. I am willing to learn new staff and have a strong communication and leadership skills through my experience as a leader of societies and as a formal musical player.

Experience

KCL Robotics Society   **King's College London**
Vice President   *5,2018–Current*

- Organizing and hosting events (both workshops, tutorials and socials)
- Maintaining Web Resources and Managing Society assets
- Aiding any team member who requires help and Assuring Team Liaison

Programming Group Project   **King's College London**
Designed the Classifier using Machine learning algorithm   *3.2018*

- I have played an important role in the development of a London housing software
- I have developed a classifier on my own helping users to predict what king of house they are likely to get base on their information (locations, budgets, duration etc.)
- my classifier led our group project to win the "Most Creative Prize"

Zhengzhou No 6 High School Symphony Orchestra   **ZhengZhou,China**
Tuba Player   *8.2012–4.2015*

- I was a leading tuba player there in my last year in the junior school
- I have played in several important performances with the orchestra. and as the leading player
- Teach and help other tuba players in practice and performance

Education

Academic Qualifications

King's College London   **London**
BEng Electronic and Information Engineering , Working towards a high 2.1 Degree   *2017–2020*

Akeley Wood School   **Buckingham**
A levels, Chinese (A) Maths (B) Computer Science (B) with Computer Science Project (A*)   *2015–2017*

Notable Projects

Machine Teaching for Robot Skill Acquisition (On going)

- My bachelor's graduate project and it contributes to the Machine Teaching Research at KCL
- To observe the performance difference between using the optimal training set for training the robot and using human's natural teaching strategies to train robot

- Mathematics is heavily involved and it has consolidated my matlab skills
- Involving the development of a web application that collect training data from users, which have helped me in UI design and web development

o **KCL Robotics Society Attendance Recorder** *'OCR Information Scanner '* —> **Link to Code**

- It was developed for the purposed of increasing efficiency when we take the attendance of our participates by scanning participates' ID card
- Firebase has been integrated into this app for the OCR functionality and it provided the database
- This app was developed in Dart with Google's Flutter framework. it runs on both iOS and Android platform

o **Remote Virtual Reality Processing System with Unity** *'Part of my work in King's 5G lab'*

- The system intents to help low-spec computer to run VR applications
- The actual application is running in the server and the controlling signal and VR devices are connected to to client-side computer.
- I have developed the signal sender that forward the input (location and orientations) from VR equipment and controlling signal from controller to the server side

o **Education game : Spaceship-Raider** *'2D Mathematical game with unity'* —> **Link to Code**

- featuredd many systems like animation control, movement controller and enemies control etc
- It was made for educational purpose, I have developed a web app that allows teachers to manage the questions in the game and an Android app that teacher can check user's login status
- This project was my A-Level Computer Science project which has a detailed report including UI design, Game System design, database design and development circle as well as somt testing. the report can be found here **here**

Technical and Personal skills

Technical and industry skills

o **Programming Languages:** C Family Languages, Python, Swift, Java, Dart, JavaScript, TeX, VHDL
o **Industry Software Skills:** Xcode(Advanced), VSCode(Advanced), Visual Studio(Advanced), LTspice (Intermediate), Most MS Office products(Advanced), Matlab(Advanced), Overleaf(Advanced) Photoshop(Intermediate), Lightroom(Intermediate), Unity (Intermediate)

Personal skills and Interests

o **Communication & Teamwork Skills:** My communication skill is being improved further by working as the vice president in the Robotics Society where I communicate with my colleague and with our workshop participates. In past I have worked in a symphony orchestra where solid teamwork skill is essential to perform perfectly. and my skill of working with other has also been enhanced through years working in symphony orchestra

o **Problem-Solving Skills:** When I implemented my machine learning algorithm in the group project of London housing information Map, I had no prior experience of applying an actual machine learning algorithm in a Java application and people barely implement it using Java. after hours of searching on the internet and many attempts on my own, I managed to implement that functionality and my skill of solving problems was enhanced. When I develop the remote VR processing system, I did also read and learn form scientific articles and doing these thing has consolidate my skills of problem-solving

o **Multi-linguist:** I speak fluently in Chinese and English, I am learning Japanese and have passed elementary level test (J.Test E-F).

o **Interests:** Watch football in stadium and on TV, music composing, travelling and photographing