

Ziqi(Charles) Gan

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO | QUARTERLY PROJECT TEAM MEMBERS

UNDERGRADUATE

Expected June 2018 | La Jolla, CA

Math-Computer Science

Economics Minor

Provost's Honors (Most quarters)

Cum. GPA: 3.55 / 4.0

Major GPA: 3.75 / 4.0

INTERESTS:

Internship in:

Software Engineer (Primary)

Web Developer

Data Analyst

COURSEWORK

COMPUTER SCIENCE

Neural Networks

Advanced Computer Graphics

Advanced Data Structure

Software Engineering

Computer Architecture

Algorithms

MATH

Numerical Analysis

Combinatorics

Mathematical Reasoning

Intro to Statistics

ECONOMICS:

Econometrics

Microeconomics Series

Decisions Under Uncertainty

SKILLS

PROGRAMMING

Python:

Machine Learning • NumPy • Pandas •

C/C++

Data Structures • OpenGL

Java:

Android Application

Techniques:

Git • Agile • Design Patterns • \LaTeX

Learning:

HTML/CSS/Javascript • Angular.js •

Unity3D • Node.js

EXPERIENCE

Mar 2016 – Dec 2016 | La Jolla, CA

- I participated in two consecutive quarters at IEEE UC San Diego's quarterly project team. Me and my teammates created a robot that can dance with music beats and a website based on Node.js that can be used for controlling the home electronic devices. Both projects are based on Arduino Platform

PINV INTERNATIONAL INC. | Co-FOUNDER/TECH STAFF

Sep 2015 – Jan 2016 | San Diego, CA

- I participated in the initial development phase of an E-Commercial website www.gopinv.com. We sold Asian snacks to students in various universities. The company was acquired by our competitor Yamibuy.com
- Start-up company strategy
- Website construction

SHANGHAI ORIENTAL SECURITIES | SUMMER INTERN

July 2015 – Aug 2015 | Xi'an, China

- During the internship, I worked as an assistant for a product manager to help him do analysis on customer preference and stock prediction.
- Basic strategy in securities analysis
- Basic knowledge in financial market

PROJECT

RAY-TRACING STRUCTURE FOR OFF-LINE RENDERING

March 2017

I implemented a ray-tracing structure in C++ which can render image with input files that contain different geometries based on different shading formulas. The project was designed from scratch and without the help of OpenGL library.

NEURAL NETWORK

Sep 2016 – Dec 2016

Me and my teammates studied and implemented different kinds of neural networks. We constructed Logistic and Softmax regression with back-propagation from scratch, and implemented CNN and RNN with Keras.

- Amazon Web Service
- Python / NumPy

ANDROID APPLICATION: COUPLE TONES

March 2016 – June 2016

This application is basically used to track the whereabouts of couples. The user can pair up with her/his boy/girlfriend and couples can get to know the up-to-date status of each other.

- Android Studio
- Design patterns and software auto-building tools
- Google services APIs such as Google Map and Firebase.

AUTO-COMPLETE/SPELL CHECKING

Apr 2016

This is an auto spelling-checker majorly based on the implementation of C++ ternary search tree. Like the spelling check of most search websites, it can automatically complete the user input based on dictionaries