

Hanqin Zhang

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EDUCATION

Ohio State University

Columbus, Ohio States

Major: Bachelor of Science & Engineering, Computer and Information Science

Expected Graduation: 06 /2025

University of Nottingham(GPA:3.7)

Ninbo, Zhejiang province,China

Major: Bachelor of Science & Engineering, Computer Science

2021/09-2023/07

Honors/Awards : 1. 3rd award in 2022 Golden Interns Award 2. 3rd place in the national rugby competition

Relevant Coursework:

Introduction to Artificial Intelligence: An artificial go game player, an artificial Chinese chess player

Database and Interface: Use SQL, HTML, and CSS to create a website for an online store.

Programming and Algorithm: Use C language to produce a simple navigation system.

EXPERIENCE

Buckeye AutoDrive (Center for Automotive Research - The Ohio State University)

Columbus Ohio,United States

Team Member of Sensor Group (Arduino,ROS2,C++,Python)

10/2023 – now

- Spearheading the design of the **VtoX** system to seamlessly receive signals from traffic lights, optimizing communication for enhanced autonomous vehicle functionality.
- Collaborating on the development of sophisticated algorithms, leveraging **ROS2** and **C++**, to empower autonomous vehicles in sensing and navigating intricate terrains. This hands-on experience showcases my advanced skills in computer vision and algorithm design, contributing to the cutting-edge advancements in autonomous driving technology.

Chromatin Folding AI Group (Shenzhen Bay Laboratory)

Shenzhen,China

AI Modeling Intern (Pytorch,Python,Pandas)

06/2023 – 08/2023

- Led a collaborative and multidisciplinary team through the development of a sophisticated AI model aimed at predicting High-resolution Hi-C images (Hr Hi-C) from Low-resolution Hi-C images (Lr Hi-C) using the **PyTorch** framework. This ambitious project demanded the application of advanced machine learning techniques to enhance image resolution, and it provided a platform for honing leadership skills and teamwork in a dynamic research environment.
- Gained valuable hands-on experience with Linux as a primary development environment, further solidifying my proficiency in utilizing essential developer tools and platforms. This **Linux** experience not only enhanced my technical capabilities but also underscored my adaptability to industry-standard software development practices.
- Demonstrated my expertise in machine learning by successfully training the model on a substantial dataset containing over a million data points. This undertaking required meticulous data preprocessing, model architecture design, hyperparameter optimization, and rigorous testing, ultimately showcasing a profound understanding of deep learning concepts and practices.

UNNC'S Robot Master Team

Ningbo,China

Team Member of Algorithm Group (OpenCV,Arduino,ROS,C++)

09/2022 – 11/2022

- Designed an automatic aiming algorithm for a warrior robot in preparation for a competition. Utilized **C++** on **ROS** (Robot Operating System) to create an efficient algorithm, showcasing strong programming skills and problem-solving abilities.
- Collaborated on the development of an algorithm that allowed the robot to sense and navigate complex terrain using **OpenCV**. This experience highlighted my proficiency in computer vision and algorithm design.

V-ROOM SLDP (Shadowing, Learning, and Development Programme) 2022

Ningbo,China

Game Developing Engineer Intern (Unity,C#,C++,Blender)

06/2022 – 08/2022

- Spearheaded an independent project, leading a cross-functional team in the conceptualization, design, and development of a captivating driving simulator. The project featured an array of intricately detailed vehicle models and immersive maps.
- Experienced with the Unity game engine and honed my proficiency in **C#** programming by actively contributing to the development of the driving simulator. This experience allowed me to enhance my ability to create interactive and engaging game experiences. Get familiar with **Unity** and **C#**
- Significantly advanced my skills in **C++** programming through hands-on problem-solving and optimization tasks. These experiences not only broadened my technical knowledge but also improved my ability to write efficient and robust code.
- Delved into the realm of 3D modeling using **Blender**, gaining insight into the creative aspects of game development. This newfound skill set enabled me to contribute to the visual and artistic elements of the project.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Rugby excel team of UNNC

Ningbo,China

3rd place in the national competition in Shandong

09/2022-05/2023

Cryptocurrency Analytical Research Program

Ningbo,China

Research Assistant

06/2023 – 07/2023

OTHER SKILLS & INTERESTS

Computer: SQL, Python, C++, Java, Matlab, html,pytorch,Blender,C,OpenCV,Arduino **Interests:** Work out, running, reading