Ziyang Guo

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Education

Bachelor

- **Zhejiang University** — ***GPA*-3.94/4, *Grade*-90/100**
  Computer Science, — *2018–est.2022*
  Advisor: Prof. Yingcai Wu

Publications

Papers

- TacticFlow: Visual Analytics of Ever-Changing Tactics in Racket Sports — *Apr. 2021*
  Jiang Wu, Dongyu Liu, **Ziyang Guo**, Qingyang Xu, and Yingcai Wu
  IEEE VIS 2021

- Visual Analytics of Multivariate Event Sequence Data in Racquet Sports — *Oct. 2020*
  Jiang Wu, **Ziyang Guo**, Zuobin Wang, Qingyang Xu, and Yingcai Wu
  IEEE VAST 2020 (Conference Track)

Work in progress

- Recommend medical plans for ICU doctors and keep the result interpretable
  Advised by Profs. Adam Perer.

- Beep: An Effective and Efficient Pattern Mining Algorithm
  for Multivariate Event Sequence Data — *Feb. 2020*
  Submitted to ACM SIGKDD 2020
  Advised by Profs. Yingcai Wu.

Research Experiences

- **Data Interaction Group**, Carnegie Mellon University — *Apr. 2021 – Now*
  Undergraduate research intern
  Advised by Prof. Adam Perer

AI Clinician, Event sequence progression and AI Explanation.

- **Interactive Data Group**, Zhejiang University *Aug. 2018 – Apr. 2021*
  Undergraduate research intern
  Advised by Prof. Yingcai Wu
  Sports Visual Analytics, Event sequence data visualization, and Pattern mining algorithm.

Honors and Certification

- Chu Kochen Honors College Innovation Scholarship (top 2%) *Oct. 2019*
  Awarded to Achievements in Academic Research, Competitions and Innovation
- Academic outstanding pacesetter for 3 successive years (top 20% in 200 students)
- Zhejiang Provincial Scholarship (top 5%) *Sep. 2019*
  Awarded for Excellent Students in Academics

Work Experience

- **Computer Architecture:** Teaching Assistant. *Sep. 2021 – Feb. 2022*
  Aided Prof. Kai Bu in teaching 86 junior students the basics of computer architecture.

Courses

- Computer Graphics (CG) 98/100
- Image Analysis and Artistic Processing 96/100
- Theory of Computation 96/100
- Computer Architecture 96/100
- Principles of Programming Languages 95/100

Skills

- Algorithm & Data Structure
- Visualization
- Web Development
- Optimization
- Modeling and Rendering
- ProgLangs (frequently used): C/C++, Python, JavaScript (React), C#, OpenGL, WebGL
- ProgLangs (used when needed): Java, HTML, CSS, MATLAB, GoLang, PHP, LaTeX.