Ziliang Zhang

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Objective

Seeking a Full-Time Software Development Engineering position starting from Spring 2022

Education

University of California Riverside   Sep 2019 - Mar 2021

Computer Engineering, Master of Science
Courses: Parallel Computing, Computer Architecture, AI Algorithms, Computer Vision, Spatial Computing

University of California San Diego   Aug 2015 - Mar 2019

Cognitive Science with Specialization of Human-Computer Interaction, Bachelor of Science
Courses: Data Structure, HCI design, Neuroscience, Linear Algebra, Data Science

Graduate Project

Project OpenRTP   Sep 2020 - Mar 2021

- Advised by Dr. Hung-Wei Tseng. A Complete Human-Computer Interaction prototype using **Coral DevBoard** and wearables display to perform **pose estimation** support and deliver output videos via teleconferencing software.
- Technology used: Tensorflow Lite, Bluetooth PAN, OpenCV, Computer System Programming

Personal Skills and Expertise

- **Hardware&Programming**: CUDA GPU parallelism, Cilk C++, AVX instruction, Single-Board Computer Application
- **Basic Programming**: ML - Python, MATLAB, TensorFlow, computer vision; frontend dev - HTML/CSS/Javascript, React, Node.js; Skilled Coding - Java, C/C++; Database - SQLite, Firebase; App development - Swift;
- **Industry Skill:** Spring and Spring Boot, SQL/NOSQL Database, AWS SDK, Kafka, Dokcer, Jenkins, GIT, Agile
- **Frontend Design**: FinalCut, illustrator, Sketch, Photoshop, Figma

Work Experience

- **Java Fullstack Developer**: Served as Java Fullstack Developer in Marlabs, Inc. Core skills: Spring, Database, Kafka, AWS, Agile Methodology. Clients include Intuit, Hilton.   July 2021 - Dec 2021
- **Extreme Storage and Computer Architecture Lab Researcher**: Constructed Project OpenRPT entire platform to perform pose estimation   Sep 2020 - Mar 2021
- **Teaching Assistant with Dr. Beth Simon UCSD**: Program educational python and java during EDS 124BR, and construct fully tested courses   Sep 2018 - Mar 2019
- **Bidround app frontend developer**: Use Sketch in wire-framing and responsible for user interaction design (https://bidroundsystems.com/)   Jun 2018 - Sep 2018

Project Experience

- **"On Construction and Application of High-Definition(HD) Maps"**, honorable project submitted to SSTD21. Collect the literature resources and complete taxonomy for 50 scholar papers.   Sep 2020 - Dec 2020
- **Pacman Project AI algorithm**: following the UC Berkeley AI projects, construct a complete list of AI search algorithms during UCR CS205   Sep 2019 - Dec 2019
- **When2Buy co-op shopping list auto tracker**: Create the Webapp and program the main functionality using CSS5 and Javascript (https://a10-when2buy.herokuapp.com/, Node.js, HTML/CSS/Javascript)Jan 2018 - Mar 2018

Community Work

- Projects of Solar Oven with EUNIME: providing an affordable alternative cooking technique to biomass burning in Tijuana, Mexico. Leader and main writer   Jan 2018 - Mar 2018
- Volunteer at Town&Country Learning Center: teaching K-12 children new media and technologies and encourage their creativity by using these new technologies formats. (video editing, programming)   Mar 2018 - Jun 2018

Achievement

- UCSD Provost Honor   Fall Qtr 2018
- Cognitive Science Hackthon in UCSD Cognitive science department and Teradata: a project integrating yelp database to Alexa   Spring Qtr 2017