BILL ZHANG

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EDUCATION

University of California, Santa Cruz   Santa Cruz, CA
Bachelor of Science in Computer Science *GPA: 3.64*   Sep 2020 - Mar 2023

University of Southern California   Los Angeles, CA
Master of Science in Computer Science - Artificial Intelligence   Expected Aug 2023 - Expected Aug 2025

WORK EXPERIENCE

X-Camp Academy   San Jose, CA
Teaching Assistant   Jul 2022 - Present

- Instructed key algorithms and data structures to 20-30 students, resulting in a 90% class average on the final exam. Hosted weekly tutoring sessions to address individual student concerns.

- Collaborated with the lead instructor to create engaging lesson plans and activities, boosting student engagement by 25%. Initiated a peer review system to encourage collaboration and idea sharing among students.

- Evaluated assignments and exams for 50+ students per semester, offering constructive feedback that contributed to a 15% improvement in test scores. Detected common misconceptions and addressed these during class discussions.

- Bridged communication between faculty and parents by organizing regular meetings and progress updates, leading to a 30% increase in in-class participation and 50% rise in homework completion.

SKILLS

Programming Languages:	C, C++, Java, Python, Dart, Javascript, Typescript, Haskell
ML Libraries:	Tensorflow, Keras, NumPy, Pandas, Scikit Learn, OpenCV
Visualization/Other Libraries:	MatplotLib, Seaborn, D3Js

PROJECTS

Eat Safely *React, Flask, Tensorflow, Pandas, MatplotLib, Numpy*   https://eat-safely.vercel.app
https://github.com/IdkwhatImD0ing/EatSafely/blob/main/model.ipynb
Developed EatSafely, a web app detecting spoiled fruits using image recognition, achieving 97% accuracy with Mobile Net Transfer Learning.

Paddy Plant Prognosis *Tensorflow, Vite, Flask, TailwindCSS*   https://www.paddyplantprognosis.tech/
https://github.com/IdkwhatImD0ing/PaddyPlantPrognosis/blob/main/modelv2.ipynb
Collaborated with a team to develop an app aiding farmers in identifying paddy crop diseases using computer vision, achieving 97% accuracy via Mobile Net Transfer Learning.

Sink or Swim *NextJS, Flask, Tensorflow, TailwindCSS, OpenAI, Framer Motion*
https://sos.projects.art3m1s.me/ https://github.com/simon-quach/sink-or-swim/blob/main/titanic.ipynb
Led a group project to create a web app predicting Titanic survival chances and generating narratives, utilizing a custom RNN with 84% accuracy.

PenmanshipPro *React, Express, Tensorflow, Keras*   https://kazitasin07.wixsite.com/penmenshipro
https://github.com/Renaud2002/PenmanshipPro-TLE/blob/main/model.ipynb
Coordinated with a team to design a web app enhancing handwriting skills through interactive exercises, achieving 86% accuracy with a custom CNN model.

Disease Classification *Sklearn, Numpy, Seaborn, MatplotLib*
https://github.com/IdkwhatImD0ing/Kaggle/blob/main/Diseases/model.ipynb
Built a disease classification tool using Sklearn classifiers on a Kaggle Dataset. Final classifier achieved 100% accuracy.

ASL Recognition *Tensorflow, Pandas, Sklearn, NumPy, Keras*
https://github.com/IdkwhatImD0ing/Kaggle/blob/main/SignLanguage/MobileOther.py
Developed a machine learning-based Snapchat filter for recognizing American Sign Language, used for learning or interpretation. Achieved 91.6% test accuracy using MobileNetV2 for transfer learning.

RELEVANT COURSEWORK

Artificial Intelligence, Applied Machine Learning, Computer Vision