Zhihao (Johnson) Du

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Education

University of California, Berkelev

Current GPA: 3.7/4.0

Fall 2019 - Now

- Statistics, BA STAT 154: Modern Statistical Prediction and Machine Learning; STAT 159: Reproducible and Collaborative Statistical Data Science; STAT 151A: Linear Modelling: Theory and Applications; etc.
- Computer Science, BA CS 186: Introduction to Database Systems; CS 61C: Machine Structures (A+); CS 61B: Data Structures and Programming Methodology; DATA 100: Principles & Techniques of Data Science; etc.

YKPao School, Shanghai, China

IB: 40/42

Fall 2007 - Spring 2019

Professional Experience

DataCVG Shanghai

Intern

May 2021 – Aug 2021

- Performed extract-transform-load (ETL) using *Kettle* and *MySQL*. ▶ Combine outdated spreadsheets from two data sources (300+ spreadsheets) onto an updated data source.
- Constructed the architecture of destination spreadsheets by handpicking 3~5 primary keys along with necessary metadata columns. Reengineered incompatible columns through grouping rows, pivoting columns, and modifying column datatypes. ► Loaded the final results through merging transformed spreadsheets by matching primary keys.
 - ▶ Debugged the final data through a series of rigorous diagnostics for any architectural failures.
- The ETL project had helped the client, Fosun Pharma, to upgrade onto the newest, higher performing database system.

Personal Experience

HOYO Lab Project Leader *March* 2021 – Aug 2021

- Self-initiated, interest-driven, data-centered project on the RPG game Genshin Impact.
- Subproject I "Damage Calculator": Predicted the game's underlying damage mechanism using *linear regression* with stochastic regressors and feature mapping (16 features). ► Collected data through 500+ in-game simulations, and initialized the model with naïve feature map functions and finalized the feature map function through cross validation. \blacktriangleright Achieved prediction error close to 0. \blacktriangleright Displayed the final model through web app using the shinyapp package in R
 - [1], then utilized the model and published tutorial articles that received 400,000 views and 50,000+ likes.
- Subproject II "Celestial Database": Built an in-game character power rank based on character usage in combat challenge. ▶ With a group of 3, crawled 1000+ user profile in game associated mobile app using *Python requests*, and overcame the protection barrier using *virtual headers*. ▶ Decoded the fetched *JSON* files to extract data of interest, then stored and updated data in MySQL database. \triangleright Showcased final power rank on website [2].

Beijing PM2.5/PM10 Prediction

Project Leader

Nov 2021 – Dec 2021

- Predicted the real-time measurement of air quality index PM2.5/PM10 in Beijing. ► Imported data (30,000 rows, 12 features) from Beijing Environmental Monitoring Center between 2013 and 2017.
- Performed robust *EDA* through visualizing *univariate distribution*, *bivariate relation*, and *interaction significance*. ► Employed AIC with backward stepwise selection for feature engineering. ► Arrived with two models that was carefully diagnosed for model assumption and outliers.
- Tested models, achieving final *RMSE* of 0.6, and constructed *prediction intervals*. ▶ Presented the result in a report with detailed description and diagrams.

Skills

High level programming language: Java (proficient), Python (proficient), R (proficient), C.

Ouerv language: MySOL (proficient), SOL Server.

Front end development language: HTML, CSS, JavaScript.

Tools: AzureML, Git (proficient), Shell (proficient), Jupyter (proficient), Kettle, MS Office.

Language Proficiency: GRE: 334/340 (2022), TOEFL: 114/120 (2019).

Awards and Honors

Anna Sohmen Pao Award: Awarded for being the top 3 students in class of 2019 (high school)

Piano – Performed on high school graduation ceremony; Choir – Participated in ISCMS XII and ISCMS XIII (International Schools Choral Music Society); **Violin** – High school orchestra 2nd violinist; **Soccer** – high school varsity team left defensive midfielder.

- [1]: https://zhihao617.shinyapps.io/genshin_basic_damage_calculator
- [2]: https://www.youngmoe.com