

# Jiahao Zhang

Website: [juhuazhang.github.io](https://juhuazhang.github.io) | [\[Click\]](#)

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## EDUCATION

### University of Illinois Urbana-Champaign

Master in Electrical & Computer Engineering | GPA: 3.8/4.0

Aug 2022 – Expected Dec 2023

Champaign, IL

### Zhejiang University

Bachelor in Automation | GPA: 3.9/4.0

Aug 2019 – July 2022

Hangzhou, Zhejiang

## EXPERIENCE

### Software Engineer Intern, Tencent | [\[Link\]](#)

More Fun Studio

Oct 2022 – Jan 2023

Remote

- Developed a customized collision system in Unreal 5 using C++.
- Created two custom object movements and an object management system.
- Conducted performance analysis and optimization of the system resulting in a 10% improvement.

### Research Assistant, Zhejiang University | [\[Paper\]](#)

Supervisor: Prof. Yan He

Mar 2021 - May 2022

Hangzhou, China

- Led a team in the development and publication of a semantic topological map that represented the types of objects in a scene and their relative relationships to one another.
- Implemented an image processing pipeline to extract objects and relations between them, and iteratively updated relations to improve map accuracy.
- Developed of a custom Mask-RCNN Net in TensorFlow, and deployed the entire process on Ubuntu using the Robot Operating System (ROS).

## PROJECTS

### Reliable Packet Transfer Protocol based on UDP | [\[Link\]](#)

University of Illinois Urbana-Champaign

Oct 2022

Champaign, IL

- Transferred packets using UDP sockets in C/C++ following a similar state machine as TCP.
- Tolerated packet drops and allow other concurrent connections.

### Image Rasterization | [\[Link\]](#)

University of Illinois Urbana-Champaign

Feb 2023

Champaign, IL

- Rasterized triangles, using Digital differential analyzer (DDA) algorithm. Supported depth buffer, sRGB - RGB conversion, and frustum clipping.
- Rasterized lines, using Bresenham's line algorithm. Drew an 8-connect line between the two given vertices.
- Rasterized points, filling all pixels in a given square. Supported depth buffer.

### Robots, Drones, and Robotic Arms Control | [\[Link\]](#)

Zhejiang University

May 2022

Hangzhou, China

- Applied RRT\* and DWA algorithms for trajectory planning in Gazebo.
- Built a drone from scratch and used the proportional-integral-derivative (PID) algorithm to maintain its hover and resist external interference.
- Modeled the robot through the use of positive and inverse kinematics allowing for positioning and posing the robot arm along a given route.

### Wireless Tracking Charger based on Computer Vision | [\[Link\]](#)

Zhejiang University

Nov 2021

Hangzhou, China

- Developed a wireless tracking charger that can detect the location of a phone on a table and move the charger to the phone for charging.
- Archived visual recognition and coordinate extraction using OpenCV.
- Used Arduino to receive data, send out signals, and control motors.

## SKILLS

- **Programming Languages:** C/C++, Python, JavaScript, SQL, Matlab, Bash Script
- **Relevant Coursework:** Computer Network, Distributed System, Database System, Data Structures, Computer Vision, Computer Graphics, Game Development, Artificial Intelligence/Machine Learning, Robotics, Embedded System