Justin Zhang

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EDUCATION

University of California, Merced, School of Engineering **Expected Graduation:** Spring 2020
***Major**: B.S. in Computer Science and Engineering* **GPA**: 3.0
***Minor**: Business and Management*
Computer Science and Engineering Relevant Courses: Algorithm Design and Analysis, Data Structures, Operating Systems, Intro to Object Orient Programing, Introduction to Artificial Intelligence, Discrete Mathematics, Computer Organization and Assembly

SKILLS

Programing Language: Python | Swift | Java | JavaScript | C/ C++ | OpenGL | Arduino | HTML | CSS | Ionic | SketchUP
Operating System: Windows XP | Windows 7,8,10 | Mac OS | Linux | Ubuntu
Spoken Language: Fluent – English and Mandarin | Professional - Japanese

CS PROJECTS

App Developed – KeepUpWithLife **February 2019**
- Built a to do list with simple UI for average daily life usage for old and non-tech people
- Designed and written in Swift, consumes a Core Data Stack which helps manage and save todos

Backend/Frontend – TruckAlert – Bihai Empreedimentos e Participaçõs Ltda **February 2019**
- Developed an app for a startup company that assists trucker by providing information that is relevant only for truckers
- Stored database in SQL and GIS using a web server called Django
- Worked with a small team of 3 to deliver applications to truckers nationwide
- Implemented *Google Maps* API and SDK as route data to display the map in application

Google Extension – Introduction to Google Chrome **September 2018**
- Designed two UI popups for both Mac and Windows users walking them through basic shortcuts for Chrome
- Implemented CSS and HTML through Visual Studio Code to design both user interface

Game Developed – Monster Fighter **April 2018**
- Utilized OpenGL, C++/C, GLUT, Photoshop skills to develop a 2D role playing action game
- Awarded best designed game using Object Orient Programming skills in UC Merced

EXPERIENCE

Machine/Reinforcement Learning Laboratory **March 2019 – Present**
- Used libraries from Amazon Web Service as base for HAVC (Heating, Ventilation and Air Conditioning)
- Implement Python as main for reinforcement learning through Deep Q Networking using Intel coach environment
- Main purpose is to use Machine Learning to develop a perfect HAVC environment for people consuming the least amount of energy necessary through Artificial Intelligence (AI)
- Used SketchUP to design a 3D model as a digital testing model for our HAVC system.

Networked Embedded Systems Research Laboratory **September 2018 – March 2019**
- Modified wireless sensors LoRA and LoRaWan expanding the network server
- Implemented C/C++ through Arduino connecting hundreds of sensors and modifying it individually
- Worked with TCP/IP LoRaWan to connected Gateway accessing the network server

UC Merced, Information Technology Consultant **September 2018 – Present**
- Provided technological assistance and customer service to over 6,000 students and over 300 staff members through effective communication, diagnosing, and problem solving
- Troubleshoot basic to advanced hardware, software, network problems for students and faculty

AFFILIATION

Society of Asian Scientists and Engineers (SASE) - University of California, Merced **Fall 2016 – Present**
President | Vice – President | Social Chair
- Revived chapter and mobilized full executive board for 2016-2017
- Connected the entire UC Merced campus forming an alliance with every STEM organization