# Justin Zhang

📞 (626) 203-5229          ✉ yzhang65@ucmerced.edu          Website: yiyanjz.github.io

## EDUCATION

**University of California, Merced, School of Engineering**          **Expected Graduation:** May 2020
*Major*: B.S. in Computer Science and Engineering          **GPA**: 3.3
*Minor*: Business and Management          **Honors:** Dean's List
**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, Computer Graphics, Computer and Networks Security

## SKILLS

**Programing Language**: Python, HTML, CSS , Java, JavaScript , C++,  Swift
**Machine Language**: Arduino, Raspberry Pi, Python Flask
**Operating System:** Windows XP, Windows 7,8,10, Mac OS, Linux, Ubuntu
**Spoken Language**: Fluent – English and Mandarin, Professional – Japanese

## EXPERIENCE

**University of California Merced | Full Stack Software Engineering Intern Research**          **February 2020 – Present**
- Created a server/website using HTML and CSS connecting it to Raspberry Pi as a Frontend
- Written code in python through Python Flask as a Backend controlling the Raspberry Pi
- Mentee under a former Google Employee learning both Frontend and Backend mechanics

**Lawrence Livermore National Laboratory | Data Scientist Intern**          **Summer 2019**
- Analyzed large dataset using python through reinforcement learning and applying it to real-life simulations
- Coded a policy in virtual environment visualizing the neural network through graphs and decision trees
- Utilized all git commands as main source of sharing resources between teams

**University of California Merced | Machine/Reinforcement Learning Laboratory**          **March 2019 – August 2019**
- Quickly and efficiently grasped the concepts of Reinforcement Learning and learned multiple machine learning tools, such as Numpy, OpenAI Gym and TensorFlow;
- Designed and built multiple Deep Reinforcement Learning models for controlling HVAC, light, and window system in a whole building simulator;
- Implemented and modified Deep Q Network, Dueling Deep Q Network and Branching Dueling Deep Q Network to adapt for high-dimension action tasks by using Python, TensorFlow and Gym;

**University of California Merced | Information Technology Consultant**          **September 2018 – Present**
- Provided technological assstance 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

## CS PROJECTS

**App Developed – KeepUpWithLife**          **February 2019**
- Developed a to-do list with easy interacting UI for daily life usage
- Designed and written in Swift, consumes a Core Data Stack which helps manage and save to-do's

**Backend/Frontend – TruckAlert – Bihai Empreedimentos e Participaçõs Ltda**          **February 2019**
- Developed an app for a company that provides relevant information to assists trucker
- Collaborated in a team of 3 storing database in SQL and GIS using Django
- Implemented *Map Quest* API and *Leaflet* plug-in for map visualization and re-calculation

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

**Game Developed – Monster Fighter**          **April 2018**
- Designed and created 2D role playing action game and generated graphics by using C++ and OpenGL
- Applied Object-oriented Programming concepts: encapsulation, composition, inheritance, and polymorphism

## LEADERSHIP

**Society of Asian Scientists and Engineers (SASE) - University of California, Merced**          **Fall 2016 – Present**
*President*