Justin Zhang

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

EDUCATION

University of California, Merced, School of Engineering **Expected Graduation:** Spring 2020
***Major**: B.S. in Computer Science and Engineering* **GPA**: 3.3
***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, Computer Graphics, Computer and Networks Security

SKILLS

Programing Language: Python | Java | JavaScript | C/ C++ | Swift | 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**
- 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**
- 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

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

UC Merced, Machine/Reinforcement Learning Laboratory **March 2019 – Present**
- Utilized libraries from Amazon Web Service as base for HAVC (Heating, Ventilation and Air Conditioning)
- Implement Python to 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)
- Integrated SketchUP to design a 3D model as a digital testing model for our HAVC system.

UC Merced, 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
- Operated 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