Zheng Luo

luoz@umich.edu | (616) 227-9704

Summary

I major in **computer science** and I am **familiar with mainstream programming languages** as well as a variety of related skills. I've participated in many projects, especially those **requires software engineering skills**, that help me improve my **technical and leadership abilities**. I also have much experience in **embedded systems**. I hope I can turn ideas and algorithms into reality with my computer science skills to make people's life better. Github handle: LuoZheng2002.

Skills

- **Programming Languages:** c++, c#, python
- **Web Development:** javascript, typescript, html, css, ASP.net, React
- **Machine Learning:** pytorch (image classification, reinforcement learning)
- **Computer Graphics:** DirectX, OpenGL
- **Embedded Systems:** ESP32, STM32, Arduino, Raspberry Pi
- **Fabrication:** Bantam PCB milling machine, 3D printer
- **Miscellaneous:** Adobe Premiere Pro, Blender, KiCad, SolidWorks

Education

University of Michigan, College of Engineering **Ann Arbor, MI**
Bachelor of Engineering in Computer Science Expected 2025

- Current Cumulative GPA: 4.0/4.0
- Course Highlights: Introduction to Computer Science, Data Structure and Algorithms
- Participated in an ICPC regional contest

Shanghai Jiao Tong University, UM-SJTU Joint Institute **Shanghai, China**
Bachelor of Engineering in Electronic and Computer Engineering 2021.09-2023.07

- GPA: 3.6/4.0
- Course Highlights: Introduction to Circuit Design, Introduction to Logic Design, Signal and System
- Awards/Honors: Mathematical Contest in Modeling S Price, Huatai Security Scholar

Projects

- **A Board Game Strategy Manager Based on Human's Intellectual Pattern.** 2022/03-09
  - **Designed and implemented** a graphics user interface.
  - **Led** a team of 5 and **assigned** each team member's work.
  - **Designed** an algorithm to link individual strategies into a final solution.
  - **Assembled** a pipeline for customized compiling, linking and testing.
- **Tank War AI using Reinforcement Learning.** 2021/11
  - **Implemented** convolution neural network in c++ from scratch.
  - **Adopted** Markov Decision Process algorithm for AI implementation.
- **Interactive Worm Neuronal Model** 2023/09-12
  - **Implemented** EL wires control, video and audio using Arduino, Raspberry Pi and ESP32.