

Zhaobo Ding

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EDUCATION

UNIVERSITY OF WATERLOO

- CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE OF MATHEMATICS
- CANDIDATE FOR BACHELOR OF STATISTICS OF MATHEMATICS
- Expected graduation time: 2020
- GPA for core courses: 3.9

LINKS

GITHUB:

MashedPotatoDing

LINKEDIN:

Zhaobo Ding

PERSONAL PAGE:

dingzhaobo.net

SKILLS

Experienced

- C++ • C • C# • Java
- AWS • Shell Script • Git

Familiar with

- Matlab • Maple • SQL • Python
- HTML • CSS • JavaScript

Soft Skills

- Enthusiastic about learning new skills
- Responsible • Efficient • Detail-oriented

Languages

- English (7.0 in IELTS)
- Japanese (Learning now)
- Mandarin (Native Speaker)

AWARDS

UNIVERSITY (2017)

- Term Dean's Honors List of Mathematics
- University of Waterloo President's Scholarship

HIGH SCHOOL

- First Prize in Senior National Olympiad in Informatics in China (2015 & 2016)
- First Prize in Junior National Olympiad in Informatics in China (2012 & 2013)
- First Prize in Senior National Physical Competition (2016)

EXPERIENCE

INTEGRATED DEVICE TECHNOLOGY | SOFTWARE DEVELOPER CO-OP

January 2018 - April 2018 | Waterloo, Ontario, Canada

- Worked with the software team to design and implement algorithms for improving the visual quality of h264/mpeg2 video.
- Researched and developed new algorithms, and improved existing algorithms, which run on the current and next-generation video encoder ASICs.
- Solved graduate level signal processing and optimization problems to improve encoded video quality and robustness.

XINCHUANG | QUALITY ASSURANCE INTERN

September 2016 - December 2016 | Nanjing, Jiangsu, China

- Investigated customer complaints.
- Collected and compiled statistical quality data.
- Analyzed the data and areas for improvement in the quality system.

NANJING UNIVERSITY | EXPERIMENTER

July 2015 - August 2015 | Nanjing, Jiangsu, China

- Performed numerous physical experiments by analyzing experimental data with computer software and mathematical technology.

PROJECTS

E-TRANSFER ON GOOGLE HOME

- An audio controlled system running on Google Home that helps users to send Interac e-transfer requests or update their Interac contacts by only saying their requirements to Google Home.
- Used Actions on Google for machine learning and natural language processing.
- Developed based on the API Interac provided on UofT Hacks V.

ALGORITHM AND DATA STRUCTURE NOTES

- Collected the advanced algorithms and data structures I learnt from competitive-programming since high school and CS courses since University.
- Noted many possible ways of optimization in comments.
- I am keeping updating it.

RUBIK'S CUBE SOLVER

- An application that help beginners to learn how to solve a Rubik's Cube by showing the steps of solving the Rubik's Cube whose data is from input by user.
- Based on the beginners' method of solving Rubik's Cube and implemented with OpenGL to make the interface friendly to users.

DINGZHAOBO.NET

- A personal website containing some introduction to Zhaobo Ding, which is implemented by HTML, CSS and JavaScript.