

# 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

## LINKS

### GITHUB:

MashedPotatoDing

### LINKEDIN:

Zhaobo Ding

### PERSONAL WEBPAGE:

dingzhaobo.com

## SKILLS

### Experienced

- C++ • C • C# • Java
- Python • Shell Script

### Familiar with

- Matlab • Maple • SQL
- 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 | ALGORITHM ENGINEER CO-OP

January 2018 - April 2018 | Waterloo, Ontario, Canada

- Worked with the algorithms 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 our 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

- By investigating customer complaints, collecting and compiling statistical quality data and analyzing the data, areas for improvement in the quality system were identified.

### SHUREN HIGH SCHOOL | TEACHING ASSISTANT

June 2016 - August 2016 | Nanjing, Jiangsu, China

- Assisted junior high school students to learn data structures as well as algorithm to prepare for the Junior National Olympiad in Informatics in Province. The knowledge covered Dijkstra Algorithm, Greedy Algorithm, Monotone Priority Queue, Hash Table, Binary Insert Tree, and etc.

### NANJING UNIVERSITY | EXPERIMENTER

July 2015 - August 2015 | Nanjing, Jiangsu, China

- Candidated numerous physical experiments by analyzing experimental data with computer software and mathematical technology. The experiments operated includes:  
Measuring the horizontal component of the geomagnetic field;  
Measuring Plank constant by photoelectric effect;  
Measuring the refractive index of optical material;  
Double-slit interference experiment;

## PROJECT

### LIST OF POKÉMON

- A mini database that stores the data of Pokémon, allowing the users to search any information about Pokémon by typing in some key words.
- Builded with Splay Tree and Trie for faster data searching.

### 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.COM

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