Zhendong Zhou

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Education

- **Tongji University** Shang, China
  Bachelor of Computer Science and Technology, GPA Top 5% *Sept. 2020 – Now*

Experience

- **Casbin** remote
  Contributor *Feb 2022 - Present*

  I joined the Talent2022 project of the casbin community and have been an intern for more than two months now. During this time I have been responsible for the day-to-day maintenance of casnode and the development of new features, and I have also made some contributions to the front-end part of casdoor.

  - **Casnode**: Casnode is an open-source forum (BBS) software developed by Go and React.Complete subscribe feature,optimize the server side rendering and seach engine result and fix lots of bugs
    My contributions:
    - add subscribe feature
    - add semantic release
    - add cache for server side rendering
    - Other contributions to casnode
  - **Casdoor**: Casdoor is a UI-first centralized authentication / Single-Sign-On (SSO) platform based on OAuth 2.0 / OIDC.I contribute to casdoor also,complete the casdoor-vue-sdk,optimize the ui and fix some bugs for casdoor.
    My contributions:
    - casdoor-vue-sdk
    - Other contributions to casdoor

- **Labs of CMU 15213**
  Learner
  - **malloc lab**: Use the segregated storage to complete the malloc lab,Techniques. Deals with the underlying mechanism of memory allocation for Unix, with memory management implemented in explicit and implicit chaining tables, respectively, in the main language of c.
  - **shell lab**: Designed a mini-shell for managing processes, resource allocation, etc., modelled on unix shells.Technology: deals with Unix signalling mechanisms, I/O, main language is c.
  - **server lab**: Designed a micro thread-based concurrent servers.Technology: http protocol, threading, concurrency, etc. The main language is c.

Projects

- **A Game Ranking Website**: Developed a game ranking website based on flask,frontend use the html+js+css,backend use the python.The website support user to upload a game,comment to a game,collect game to favorite list.The development process uses git for version control and team collaboration, with detailed documentation of the back-end and front-end interfaces to improve development efficiency. I was responsible for building the project framework and all the back-end work and a small part of the front-end work.
- **Aircraft Wars**: A game developed by Qt and C++ which has a elegant interface.Player can change the planes and difficulty.Add a variety of bullet firing effects to enemy planes as opposed to normal aircraft battlesThe QSet container records key press events and can be used to handle continuous key presses and multiple key presses at the same time. to ensure smooth keyboard control.
- **Minesweeper**: Has the basic functions of minesweeper, with the additional features of checking the game time, marking mines, etc.; Technique: Minesweeper mini-game running in cmd made with a drawing tool similar to easyx, with the main language being c++. This project is a major assignment for an advanced language programming course.

Why GSoC

- Previously developed websites, with some basic knowledge of front-end and back-end.
- Plenty of free time to learn what you need to know and commit to the project.
- A great passion for the spirit of open source.
- Has contributed to casbin community several times and participated in it.