

Zedong Peng

Portfolio: zdpeng.top

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EDUCATION

- **Shanghai Jiao Tong University** Shanghai, China
• *Bachelor of Engineering - Information Engineering; GPA: 3.46* September 2020 - Present
Courses: Thinking and Methodology in Programming(C++), Data Structures, Compiler Principles, Discrete Mathematics, Signals and Systems, Machine Learning

SKILLS SUMMARY

- **Languages:** Python, C++

PROJECTS

- **Cifar-10 Pervasive Object Recognition (Machine Learning):** Classify color images into one of ten classes. Tech: Python, Pytorch (May '2022)
- **Voice Eliminator (Signals and Systems):** Using filter and phase cancellation to complete the elimination of the voice of the singer in the song. Tech: MATLAB (April '2022)
- **VR Game "Zoo Strange Talk" (Unity3D):** VR & AR design and development practice (CS085) course project. Implement an original VR adventure puzzle game. Tech: Unity, C###. (December '2021)
- **Automatic Tracking Camera (Computer Vision):** A course project in the Engineering Practice (SI1210). Implement a simple face recognition function using python language and an automatic camera tracking function using Raspberry Pi (Linux system). Tech: Python, Linux, Raspberry Pi, Arduino, OpenCV. (May '2021)

HONORS AND AWARDS

- The second prize of the non-mathematics group of the 13th National University Mathematics Competition - November, 2021
- Shanghai Jiao Tong University 4th "Yunhan Cup" RobotMaster Intramural Competition 1st Prize - November, 2021
- Liu Yongling Scholarship - June, 2021