

# Chentao Zhong

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## EDUCATION

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**ShanghaiTech University**

Aug 2024 — Present

*Undergraduate / Computer Science*

*Shanghai, China*

## INTERN

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**Deemos Technology**

Apr 2025 — Present

Full-stack Developer Intern

*Shanghai, China*

- Built an AI-powered customer service agent with automated subscription management, and Q&A via RAG + pg-vector.
- Integrated Kafka as a message queue and Redis for high-concurrency session storage to manage task scheduling and enforce serialized processing within the same session, improving system reliability.

## PROJECTS

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**PintOS**, Personal Project ([github.com/GregTaoo/PintOS](https://github.com/GregTaoo/PintOS))

Feb 2025 — May 2025

- C
- An operating system for the 80x86 architecture
- Implemented all the advanced scheduling, system calls, virtual memory and file system of the operating system.
- This system contains basic shell to interact, and is able to run user programs in user mode.

**Concerto**, Personal Project ([github.com/GregTaoo/Concerto](https://github.com/GregTaoo/Concerto))

Jan 2022 — Present

- Java
- A built-in music player for Minecraft based on Fabric.
- Implemented with Object Oriented Design, it supports many kinds of audios and sources, such as Netease and QQ Music.
- Well structured interfaces helps parsing any sources of musics and playlists into JSON, and share them to other players.
- I wrapped a library to easily create HTTP requests, modify its headers and store the cookies.

**CoursePrettier**, Full-stack ([github.com/GregTaoo/CoursePrettier](https://github.com/GregTaoo/CoursePrettier))

Feb 2025 — June 2025

- React+JavaScript, FastAPI+Python
- A prettier course table viewer and ICS calendar exporter.
- I wrote a new front-end with Ant Design and rewrote the old back-end of CoursePrettier.
- Also reconstructed the logic of fetching course tables and made it more extensible.

**Redemption**, Lead Developer ([github.com/GregTaoo/Redemption](https://github.com/GregTaoo/Redemption))

Dec 2024 — Jan 2025

- Python+PyGame
- 2D turn-based RPG game based on PyGame.
- I implemented randomly generating system of maps and NPCs, I18N system, animation system, render system and asynchronous chat system with Llama model.

**GregBlog**, Full-stack ([github.com/GregTaoo/GregBlog3](https://github.com/GregTaoo/GregBlog3))

Nov 2021 — Jan 2023

- JavaScript+CSS/SemanticUI, PHP, MySQL
- A blog that contains user system, blog system and image hosting system.

- Users can write their blogs in Markdown with provided emotions and some custom syntaxes, and upload their pictures to the image hosting system. The user system supports sign up, sign in, forgot password and email verification.

## SKILLS

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- **Programming Languages:** Java, Python, C/C++, JavaScript, TypeScript, HTML/CSS, PHP