

ZHOU YUANLONG

INFORMATION

Gender: Male (he / him / his)

Language: Chinese, English (Toefl 106, GRE 324)

Personal Website: <https://ryanbowz.github.io/>

CONTACT

Address: Sichuan University, P.R.China, 610207

Tel: 0086-18280479081

Wechat: zh-agon

E-mail: RyanbowZ@outlook.com

EDUCATION

Sichuan University

Chengdu, Sichuan, P.R.C

2019 – 2023 (expected)

B.Eng. in Computer Science & B.Ec. in Finance

GPA 3.78/4.0

- Completed **30+ Courses in CS:** Network, OS, Computer Graphics, Algorithm.
- Strong leadership skills, in charge of **Student Union & Associations**.
- Major GPA 3.9+**, earned **Outstanding Student Scholarship** for three years.

EXPERIENCE

Business AI Lab

Nanyang Technological University,

Singapore

2022/07 – 2022/09

Group Leader

- Investigated 58000+ Medical-MNIST images by **Machine Learning**.
- Optimized model compatibility and increased accuracy from 0.01 to 0.001.
- Displayed a leading role in teamwork, appraised as a **Distinction** grade.

Oak Star Technology Co., Ltd

Chengdu, Sichuan, P.R.C

2022/02 – Present

Founder & CEO

- Headed the creative team to develop a game combining science and virtuality.
- Absorbed **\$100k+** venture investment, collaborated with Sony, Tencent, and China Telecom, and gained the **Government Business Incubation Fund**.
- Succeed in the **Game JAM** competitions at IMDT and CiGA.

HUAWEI Student Developer Association

Chengdu, Sichuan, P.R.C

2021/09 – 2022/09

Project Director

- Researched game development techniques and graphics methodologies.
- Developed an **AR/VR** interactive application based on Pico Neo 2 devices.
- Earned a **National Prize** in the College Students' Innovation and Entrepreneurship Competition and applied for **Patents & Copyrights**.

Dots Rhythm Technology Co., Ltd

Nanjing, Jiangsu, P.R.C

2021/04 – Present

Chief Programmer

- Produced a strategy simulation game, available on **Steam** and **Taptap**.
- Generated vast commercial success and splendid market response.
- Awarded with a **Certificate of Honor** by Netease Electronic Industry Base.

Visual Computing Lab

Sichuan University, P.R.C

2020/09 – 2021/02

Research Assistant

- Implemented a **Graphics & 3D Rendering Simulator** on HTML5 by **WebGL**.
- Researched in the field of **Computer Graphics**, working on GPU programming, shader scripting, graphics pipeline of application, geometry and rasterization.

PATENTS & COPYRIGHTS

● XR game offline display device	Utility model patent	CN202220549577.8
● Immersive VR interactive platform	Design patent	CN202230172336.1
● Intelligent platform for fault diagnosis	Software copyright	2022SR0341780
● Systematic sampling and analysis platform	Software copyright	2022SR0660035
● Data detection and analysis system	Software copyright	2022SR0696060
● Interactive system of strategy simulation game	Software copyright	2022SR0551034

AWARDS & HONORS

● College Students' Innovation and Entrepreneurship Competition	National Prizes (2 times)	2021-2022
● Challenge Cup Competition of Sichuan University	First Prize	2021/11
● Contemporary Undergraduate Mathematical Contest in Modeling	Second Prize	2021/09
● Futures Literacy Lab of UNESCO Office Jakarta	Certificate of Participants	2021/09
● The 7 th College Students "Internet+" Competition	Gold Award	2021/08
● "Lan Qiao Cup" Professional Computer Programming Contest	Third Prize	2021/04
● Mathematical / Interdisciplinary Contest in Modeling (MCM/ICM)	Meritorious Winner	2021/01