

Tianyi (Sam) Zhou

Education

2017-2021 **Cornell University** *College of Engineering* Major: Computer Science GPA: N/A

Skills

Advanced Java, HTML, CSS, Javascript, Google App Engine, IntelliJ IDEA

Proficient PHP, MySQL, MATLAB, \LaTeX , Markdown, PyCharm, VS Code, Atom, Sublime Text

Intermediate Python, C++, Visual Basic, Sina App Engine

Basic C++, Go, Google Compute Engine, Amazon EC2

Technical Courses

2017 FA **CS 2112**, Object-Oriented Design and Data Structures - Honors

2017 FA **CS 2800**, Discrete Structures

2018 SP **CS 3110**, Data Structures and Functional Programming

2018 SP **CS 4820**, Introduction to Analysis of Algorithms

2018 SP **MATH 2940**, Linear Algebra for Engineers

Published Paper

Title *Evolution and Assimilation of User Interest based on BP Neural Networks in a Cluster of Mutually Following Users*

Journal Information Technology & Informatization (ISSN: 1672-9528, 2016 Issue 9)

Technical Experiences

Development ULearn Backend and iOS App, Edu Platform for Autonomous Driving and Deep Learning

Contest ACM-ICPC Club at Cornell

Training Data Science, Machine Learning, iOS App Development

Notable GitHub Projects

2017 **Chunk Reader**, *Java, Javascript, CSS, HTML*, A web app, built during a Hackathon, that uses natural language processing to extract crucial information and generate a summary from any given text. Prize won: Best Use of Google Cloud Compute/Big Data Products.

2015-Now **Developer-Sam-Website**, *Java, Javascript, CSS, HTML*
A website hosted on Google App Engine. It contains a self-developed blog management system, a scheduler web app, and some board games. The website has a coherent Material Design UI, powered by a self-developed JSP Custom Tag based UI framework.

2015-2016 **SAM**, *PHP, Javascript, CSS, HTML*
System of Assignment Management. A web app that serves as the semi-official homework assignment system for my high school students.

2017 **MCTS**, *Java*
A Monte-Carlo Tree Search framework for abstract board games. It provides a Board interface so that it can be easily used to power AIs for simple board games.

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