Tianyi (Sam) Zhou

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Education

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

Skills

Languages	Java, Python, PHP, C++, MATLAB, Javascript, MySQL, HTML, CSS, Visual Basic
Platforms	Google App Engine, Amazon EC2, Sina App Engine, LAMP based web hosting
Software	Intellij IDEA, PyCharm, Atom, Sublime Text, Google Apps for Work
Others	LaTeX, Markdown

Computer Science 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

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

Teams	ACM Club
Training	Data Science, Machine Learning, iOS App Development

GitHub Projects

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.
2017	**Chess Game**, *Java, JavaFX* A chess game with GUI and MCTS based AI.