

Siheng Zhang

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Education

- University of Southern California**, MS in Computer Science Sep 2023 – May 2025
- **GPA: 3.50/4.0**
 - **Selected Courses:** *3-D Graphics and Rendering, Geometric Shape Modeling, Game Engine Development, Computer Animation and Simulation, etc.*
- South China University of Technology**, BE in Software Engineering Sep 2019 – Jun 2023
- **GPA: 3.89/4.0 Rank: 4/275**
 - **GRE: 327 (Verbal: 157, Quantitative: 170)**

Technologies

Languages: C/C++, Python, Java, JavaScript, HTML/CSS
Libraries: Eigen, libigl, Mitsuba3, Pandas, OpenCV, scikit-learn
Frameworks: PyTorch, Flask, Node.js, Bootstrap, Angular
Databases and Cloud Services: MongoDB, PostgreSQL, AWS
Tools and Software: Git, Perforce, Anaconda, LaTeX, Roboflow, Autodesk Maya

Experience

- Internship**, Center for Theory and Methods of Software Construction – China Sep 2022 – Dec 2022
- Contributed to the development of Dacheng Cloud, an online course management app
 - Used Spring Boot on Alibaba Cloud for back-end and Angular for front-end
- Research Assistant**, College of Software Engineering, SCUT – Guangzhou, China May 2022 – Aug 2022
- **Advisor:** Pingjian Zhang
 - Worked on computer vision and its applications on COVID-19 diagnosis and vehicle drivers' motion detection
 - Applied ResNet, YOLO and other CNNs on object detection and semantic segmentation, used Class Activation Mapping(CAM) and Model Ensembling to reduce cost over 10% and enhance performance
 - Annotated over 5000 images with Roboflow and used Pandas to manipulate and analysis large scale data

Projects

- A Discrete Differential Geometry Processing Library in C++** github.com/SihengZhang/DDG
- Developed a full pipeline geometry processing library in C++, using Eigen as numerical solver
 - Implemented mesh reconstruction, registration, smoothing, subdivision, decimation, deformation, etc.
- Intrinsic Triangulations Processing** github.com/SihengZhang/ITP
- Implemented this library based on SIGGRAPH paper Sharp and Crane [2019]
 - Solved intrinsic-extrinsic mesh conversion, geodesic, surface network shortening, Delaunay triangulation construction, etc.
 - Supplemented intrinsic edges processing and visualization functions in libigl
- A Photon Mapping Ray Tracing Renderer**
- Used photon mapping to generate global illumination
 - Applied Monte Carlo algorithm to cast rays
 - Constructed AABB tree and Paralleled for efficiency
- Prime Engine Development**

- Expanded PrimeEngine, a C++ based 3D game engine originally developed by Artem Kovalovs
- Used Autodesk Maya to design scenes and animations and import assets into engine by Lua scripts
- Implemented animation, physics and rendering systems of prime engine

Using CAM to Diagnose COVID-19 by Chest X-rays

- Used CAM (Class Activation Mapping) as a weakly supervised object detection on COVID-19 Chest X-rays
- Applied CAM on traditional classification neural network (ResNet and DenseNet) to localize the infection
- Automatically generated heat map of infection on X-rays and shown the detection boxes

A Drivers' Motion Detection System Based on Semantic Segmentation

- Assembled a pre-trained YOLOv8 model and an YOLOv5 model for accurately detection
- Achieved over 98.1% precision for real time processing at a 60-fps refreshing rate

Full stack design of a stock searching web & IOS application

- Used Python, node.js for server-side design and JavaScript, Angular, Swift for client-side design
- Used MongoDB as database and AWS to serve RESTful API
- This application can return real-time stock information and historical data, rendering by dynamic charts

Additional Honors and Awards

Intellect Foundation Award

2021

- New function to openGauss database to record and show the latest SQL instruction from each user
- Funded by Huawei Technologies Co Ltd

First Prize Scholarship

2020

- Awarded 5000CNY by South China University of Technology (**top 5%**)