

JUNTAO ZHAO

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School of Data Science

The Chinese University of Hong Kong, Shenzhen 518116, P. R. China

EDUCATION

Bachelor of Science The Chinese University of Hong Kong, Shenzhen Expected 05/2021

- Major in Computer Science and Engineering
- Average Score 3.7/4, Rank 8/128 (top 6%)

NGNE Programme National University of Singapore (In coming) 01/2021 - 05/2021

- Computer Security / Interaction Design for Virtual and Augmented Reality / Graduation Design (AI + HPC)

PUBLICATION

- Juntao Zhao, Yuanfang Chi, Zehua Wang, Victor C.M. Leung, and Wei Cai. 2020. CloudArcade: A Blockchain Empowered Cloud Gaming System.(2nd ACM International Symposium on Blockchain and Secure Critical Infrastructure (BSCI '20))

RESEARCH EXPERIENCES

Cloud-Arcade Program, The Chinese University of Hong Kong, Shenzhen

Human-Cloud Systems Laboratory, Prof. Wei Cai

12/2018 - Present

- Implemented a complicated Blockchain-based cloud gaming system
- Proposed a possible game-theoretical pricing strategy for the cloud gaming service
- Published paper CloudArcade: A Blockchain Empowered Cloud Gaming System at ACM-BSCI 2020
- Working on token-protocol based game-theoretical business model of Cloud-Arcade (extended version as been submitted to top International journal)
- Working on the combination of the brain-computer interface (BCI) and serious game in word familiarity

Unmanned Ground Vehicle & Unmanned Aerial Vehicle Research Project, The Chinese University of Hong Kong, Shenzhen

Laboratory of Sensing and Communication for Smart City, Prof. Simon Pun

12/2017 - 11/2018

- Assembled model cars and test drone. Constructed real-time car-drone signal telecommunication with Arduino and Raspberry Pi
- Implemented heuristic, CVX, and PID control route planning methods algorithm
- Improved the accuracy by dealing distortion with snapshot combination and matrix projection
- Proposed dynamic signal power adaptation by adding battery volume sensor and power-adaption algorithm

INTERNSHIP EXPERIENCES

Front-End Developer, Tencent Technology (Shenzhen) Co. Ltd., Shenzhen

Vulnerability Scanning service, Threat Intelligence Cloud Services, Tencent Cloud

09/2020 - 11/2020

- Designed and implemented a new overview page for the vulnerability scanning service
- Implemented an manager page for data aggregation and operation
- Designed various buttons to simplify the searching process

Full-Stack Developer, Big Data Institution, Shenzhen

Laweb, Jianjun Zhou

06/2018 - 08/2018

- Implemented the WeChat small mini-app called CUHKSZHEATMAP
- Implemented page for querying the facility congestion and guiding user to suitable position
- The product was a huge success, which earned numerous users in the first few weeks and was widely reported by media

HONORS AND PRIZES

- Dean List, The Chinese University of Hong Kong, Shenzhen 2018 - 2020
- Undergraduate Student Research Scholarship, The Chinese University of Hong Kong, Shenzhen 2018 - 2020
- Muse College Master's List Scholarship: Whole-person Development Star, The Chinese University of Hong Kong, Shenzhen 2020
- National Mathematical Contest In Modeling of China: National Second Price 2019
- Mathematical Contest In Modeling: Honorable Winner 2019
- SSE Academic Scholarship Recipient, The Chinese University of Hong Kong, Shenzhen 2019
- Second-Class price of National College Wechat Miniapp Development Competition, South China 2018

SELECTED COURSE PROJECT

Software Engineering

WeTrans(Crowdsourcing Platform)

04/2020

- Implemented the external pages: an introduction page and login page
- Implemented internal pages: self-page to check status, translation panel for the translation work, work submission page for content submission and job market for the translator to find their jobs
- The most comprehensive project i did. Including front-end, back-end, design, and documentation site. Code

Introduction to Computer Science: Programming Paradigms

Azure

03/2019

- Designed and implemented a multi-player game board that is similar to the real world
- Implemented synchronization of the game content via the TCP socket and TCP server

EXTRACURRICULAR ACTIVITIES

- Certificate of Completion, CCF-Tencent 07/2020 - 08/2020
- Game: Shadow Tiker. Game Jam Competition, lilithgames 07/2020 - 08/2020
- Game: TransHome, (Click to Play), Global Game Jam 01/2019
- President of Computer and Comity 09/2018 - 06/2019
- Co-Founder of Polaris Studio 06/2018

SKILLS

Computer Skills	C/C++, Javascript, Python, MATLAB, Java, R, SQL
HCI Related Skills	Web Design/Development (React/Vue), Game Development(Unity, C3)
Languages	Chinese (Native), English (Fluent, Toefl-101)
Interest	Game Design, Sketch, Hosting