

# Zhao Juntao

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2001 Longxiang Boulevard, The Chinese University of Hong Kong, Shenzhen

## EDUCATION

**The Chinese University of Hong Kong, Shenzhen**

Sep 2017 - Jun 2021  
Shenzhen

- cGPA: 3.707 / 4.0; mGPA: 3.862 / 4.0 TOEFL: 101
- Awards: Dean's list award; Undergraduate research award; Third-Class prize school academic scholarship; Second-Class prize of Chinese national mathematics competition; Second-Class prize of WeChat small program development competition(South-China).

## RESEARCH EXPERIENCE

**CloudArcade**

Jun 2018 - Present

Research Assistant SFNEK LAB

Shenzhen

Paper acceptance on the 2020 ACM BSCI. "CloudArcade: A Blockchain Empowered Cloud Gaming System with Token-based Business Model". The paper illustrates a new blockchain-based cloud gaming commercial model. I built the prototype of it independently, including coding the front end(market), backend server, and specialized arcade games. The integration of the cloud gaming streaming service(gaming anywhere) was also done.

**UAV-UGV Unmanned Driven**

Jun 2018 - Jun 2019

Research Assistant Automated Car Lab

Shenzhen

Using raw Matlab to track the raw driven route data of the car. Using the raspberry single chip to build the UAV camera and signaling part. Using C to program the car part(Arduino). Completed the main part of the collaborative control program. The car(UGV) can move to the beacon light according to the signal provided by the drone(UAV).

## PROJECT EXPERIENCE

**WeTrans(Crowdsourcing Platform)**

Apr 2020 - May 2020

Full Stack

WeTrans is a crowdsourcing translation platform that allows users to submit their translation content to the webpage or translate these files for others to make a profit. We built WeTrans base on the Vue.js, Django, as well as using Hugo as the documentation site.

Gitlab Link: <https://gitee.com/zhaojuntao-tony/WeTrans/settings>

**Azure**

Feb 2019 - May 2019

socket, UI

The project of C++ course. I was responsible for the UI design and implementation, as well as the communication among the game participants via the TCP socket and TCP server. By making an analogy of the chat room, the synchronization of the game content is achieved within a game room.

## INTERNSHIP EXPERIENCE

**Big Data Institution**

Jun 2018 - Dec 2018

Fullstack Intern Laweb

Shenzhen

Lead the development of the WeChat small program CUHKSZHEATMAP. I am responsible for the construction of the backend (Django Scrawler server), design of the front view (Wxml).

The program could be accessed via searching mini-programs WeChat.

**Tencent**

Sep 2020 - Present

Frontend Intern Cloud Secure

Shenzhen

Working on cloud secure related platform development.

## ACTIVITIES

**Polaris Studio**

Jan 2018 - Present

Co-Founder and Chief Technology Officer

Shenzhen

Polaris is a developer team of twenty developers. We provide technical supports for business organizations inside and outside the campus. Product: Renter - a p2p shopping mall. Ifound - a lost and found platform.

**Computer@Comity**

Jun 2019 - Jun 2020

President

Shenzhen

Organize 200 members within 4 departments. Hold serveral campus-wide programming competitions.

## MISCELLANEOUS

- Area of Interests:** Game Development, Blockchain, Game Theory, Cloud Computing, Brain-Computer Interface