

JUNTAO ZHAO

Tel: (+86) 15336892103 Email: 117010399@link.cuhk.edu.cn Personal Website: juntaozhao.com

School of Data Science

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

EDUCATION

B.S. The Chinese University of Hong Kong, Shenzhen 09/2017 - 05/2021

- Major in Computer Science and Engineering
- First Class Honour. Average Score 3.7/4, Rank 7/128 (top 5%)

B.S. Exchange Student National University of Singapore 01/2021 - 05/2021

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

Incoming Ph.D. Student University of Hong Kong 01/2022 - 01/2026

- Dept. Computer Science and Engineering

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

Quantization System, The University of Hong Kong

Lab, Prof. Chuan Wu

06/2021 - now

- Working on reducing the cost of the AI quantization system.
- Currently focusing on proposing a the from-scratch training method and efficient online quantization training system for the quantized model.

AdaLars Project, The National University of Singapore

HPC-AI Lab, Prof. Yang You

01/2021 - 04/2021

- Proposed a new layer-wise optimizer for the large batch size training of the deep learning recommendation model.
- Proposed tricks with the optimizer to scale up the mini-batch size from the 32k to the 512k without significant loss of the AUC.
- Paper to be submitted as the **co-first author** to the **AAAI**.

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

Human-Cloud Systems Laboratory, Prof. Wei Cai

12/2018 - 12/2020

- Implemented a token-based blockchain cloud gaming system and published a paper for its architecture.
- Worked on the token-protocol-based game-theoretical business model of Cloud-Arcade for the extended version.

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

- Constructed real-time car-drone signal telecommunication and implemented heuristic, CVX control route planning methods algorithm.
- Improved the accuracy by dealing distortion with snapshot combination and matrix projection.

Awards

- Outstanding Graduate Award 2021
- National Mathematical Contest In Modeling of China: National Second Price 2019
- Mathematical Contest In Modeling: Honorable Winner 2019
- SSE & SDS Academic Scholarship Recipient, The Chinese University of Hong Kong, Shenzhen 2019

- 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
- Second-Class prize of National College Wechat Miniapp Development Competition, South China 2018

SDE Internship Experience

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

Vulnerability Scanning service, Threat Intelligence Cloud Services, Tencent Cloud 09/2020 - 11/2020

- Designed a new overview page for the vulnerability scanning service.
- Implemented the manager system for data aggregation and operation.

Full-Stack Developer, Big Data Institution, Shenzhen

Laweb, Jianjun Zhou 06/2018 - 08/2018

- Implemented the WeChat mini-app CUHKSZHEATMAP.
- The product was a huge success and widely reported by media

SELECTED COURSE PROJECT

Virtual Reality and Augmented Reality

Cooking Master Simulator 04/2021

- A VR interactive game simulates the kitchen. Demo video: [Link](#)
- Earned a third price in the NUS Step semester final project demonstration.

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), VR/AR
Languages	Chinese (Native), English (Fluent, Toefl-101)
Interest	Singing, Game Design, Sketching, Hosting