

# JUNTAO ZHAO

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School of Data Science

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

## EDUCATION

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**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%)

**CUHK Summer Programme** The Chinese University of Hong Kong 07/2019 - 08/2019

- Traditional Chinese Medicine (A-)

**NGNE Programme** National University of Singapore (In coming) 01/2020 - 05/2020

- Computer Security / Interaction Design for Virtual and Augmented Reality / CP3106 AI + HPC

## PUBLICATION

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- 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

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### HCI AND BLOCKCHAIN

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**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
- Working on the combination of the brain-computer interface (BCI) and serious game in word familiarity

### ROBOTICS

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**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

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**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*

09/2020 - 11/2020

- 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

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- 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
- The Consortium for Mathematics and Its Application: 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

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### 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
- Source code link: <https://gitee.com/zhaojuntao-tony/WeTrans/settings>

### 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

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- 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

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