

Zizhan Zhou

Email: zizhanzhou24@gmail.com Address: 2503 Black Horse Loop, Lutz, FL 33559

Personal Website: <https://zizhanzhou.herokuapp.com>

EDUCATION

University of South Florida

Tampa, FL

- Bachelor of Science in Computer Science, May 2023, GPA: 3.74
- Honors:
 - USF College of Engineering Dean's List for 2019 Fall and 2021 Spring semesters
 - USF Green and Gold Directors Scholarship

WORK EXPERIENCE

Research Assistant

University of South Florida

December 2021 – Present

- Conducted research for the USF Computer Science Department about robust machine learning.
- Implemented research on adversarial machine learning and attack methods on CNN.

Student Instructional Learning Assistant

University of South Florida

November 2021– Present

- Navigated multimodal instructional and learning spaces for a deep learning class involving more than 50 students by assisting the professor to prepare lectures and create course materials.

Technology Team Member

Modern Knowledge Schools

October 2018 – January 2019

- Created and designed the promotional website for the school's Model United Nations event.
- Boosted the speed of the network system by 15% and improved the capacity of the printer network by 20%.

RESEARCH EXPERIENCE

- **Independent Study**, Department of Computer Science, University of South Florida
 - Created a relational database management system for a data visualization project and implemented different levels of access for students and faculty members using python and sqlite.
 - Developed a front-end web interface to allow users to create, read, update, and delete web forms.

PROJECTS

- **Multi-Output Neural Network**, created a CNN system using Keras, Tensorflow, and Matplotlib to predict age, gender, and race of a given image data resulting in an overall accuracy of 80%.
- **Sudoku Solver**, created a Python program that takes a Sudoku puzzle as an input and uses a backtracking algorithm and recursion technique to solve the puzzle and output the answer.
- **Space Invader Game**, built a space invader game using Python and PyGame library. The game can track the user score and detect collisions between user and enemy and also provide sound effects.
- **Library Management System**, developed a management system to allow users to manage the book inventory and grant users with different levels of access, implemented GUI interface using Java Swing.

SKILLS AND LANGUAGES

- **Programming Languages:** Proficient in Python, Java, C, C++, HTML, CSS, JavaScript, SQL.
- **Technologies:** Git, Flask, TensorFlow, Sci-Kit, Keras, SQLite, PostgreSQL, Matplotlib, AWS.
- **Soft Skills:** Communicative, broadminded, accountable, cooperative, and organized.

CAMPUS ACTIVITIES

- Appointed as the technology leader at Google Developers Student Clubs.
- Active Member of Society of Competitive Programmers.