

# Zichao Zhang

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## RESEARCH INTERESTS

Programming languages and Security

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## EDUCATION

August 2015- Present     **The Pennsylvania State University**     University Park, PA  
B.S. in Computer Engineering with University Honors, December 2018  
GPA: 3.98/4.0

- Relevant Coursework: Programming Languages Concepts, Computer and Network Security, Data Structures and Algorithms, Operating Systems, Computer Architecture, Microprocessors and Embedded Systems, Computer Vision

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## RESEARCH EXPERIENCE

August 2017 – Present     **Laboratory of Prof. Danfeng Zhang**     University Park, PA  
Research Assistant - Penn State Department of Computer Science and Engineering  
Bayesian Reasoning for Automatic Security Mediation Placement

- Collected benchmarks
- Wrote programs to automatically evaluate the framework

Fast Algorithm for CFL-Reachability

- Designed path finding algorithm for Dyck Context Free Language reachability
- Achieved orders of magnitude speedup compared to the state-of-the-art
- Currently preparing a paper for publication

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## TEACHING ASSISTANT EXPERIENCE

Fall 2018     CMPEN472: Microprocessors and Embedded Systems     The Pennsylvania State University

- Held 3 hours weekly office hour
- Graded assembly code

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## PROGRAMMING BACKGROUND

Have recent experience with OCaml and Scheme; have some experience with C, C++, Java, Python, Perl, MATLAB, Verilog and Assembly

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## AWARDS AND HONORS

Spring 2018     REU Scholarship  
Spring 2017     Evan Pugh Scholar Award  
Spring 2016     President's Freshman Award  
2016 – 2018     Penn State Schreyer Honors College

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## PROJECTS

### Golang Channels Implementation in C

- Implemented a synchronized channels API in C
- Supported blocking/non-blocking channel send and receive

### User-space Synchronization and Thread Library

- Used x86 assembly and C to implement several synchronization primitives such as mutexes, condition variables, semaphores and readers/writers locks
- Built a user-space thread library based on the kernel threads

### Malloc Implementation

- Implemented a dynamic storage allocator
- Used single linked list, double linked list and binary search tree to store different sized free blocks to achieve speed and efficiency
- Achieved 100% on both space utilization and throughput