

# ZHENGtian CHU

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## Education

### Rice University

Master of Computer Science

Aug. 2022 – May 2024

Houston, Texas

### University of Nottingham

Bachelor of Computer Science; GPA: 3.71

Sept. 2018 – Aug. 2022

Nottingham, United Kingdom

## Experience

### Lanyisi Information Technology Co., Ltd

Software Developer Intern

July 2021 – Oct. 2021

Ningbo, China

- Assisted in developing the front-end of Web Service applications using **Vue.js** and **element UI** toolkit.
- Maintained and improved back-end code using technologies such as **SpringBoot**, **SpringMVC**, **MyBatis-Plus**, etc.
- Participated in the development and maintenance of 5 web system projects that have been deployed and launched by the company, with a total of 5,000 users.
- Used **Git** for version control and collaboration.

### Kainos Group Plc

Software Developer Intern

Sept. 2020 – May 2021

Nottingham, United Kingdom

- Led a group of 6 people to develop a web service system for managing user needs.
- Utilized **Bootstrap** and **HTML/CSS** for front-end development, **Node.js** and **Express** for back-end development and Wrote more than 3000 lines of code.
- Created **Trello** board for project management and chaired about 20 group meetings.
- Deployed the project on **Heroku** servers and used by over 100 employees, increasing the efficiency of the employees in managing user requirements.

## Projects

### E-commerce Platform System | Java, SpringBoot, SpringMVC, MyBatis, Vue.js, MySQL

May 2022 – July 2022

- Developed a front and back-end separated web project using **Java** to implement an e-commerce platform.
- Created a **Linux** virtual machine on a cloud server to run the project on a daily basis.
- Utilized **Vue.js**, **Layui**, **Bootstrap** for front-end web UI design and applied **Axios** for sending requests to back-end.
- Implemented **SpringBoot**, **SpringMVC**, **MyBatis**, **RESTful** for writing back-end interface and connecting to MySQL.

### Pixel Shooting Game | C++, SDL

Feb. 2021 – Mar.2021

- Created a Pixel shooting game using **C++** which can be played by two people through keyboard.
- Designed AI algorithms for the characters, made the game have different difficulty levels and play style options.
- Introduced **SDL** library to handle multimedia resources to make the user interface more engaging.

### Sokoban Game | Java, JavaFX, Maven, JUnit

Oct. 2020 – Nov. 2020

- Designed a Sokoban game using **Java** that supports users to operate the game with mouse and keyboard.
- Created multiple GUIs using **JavaFX** Scene Builder to support user selection of game maps, viewing leader boards, etc.
- Utilized **Maven** for project management, **JUnit** for unit testing, and wrote **JavaDocs** to standardize the project.

## Relevant Courses

- |                              |                                    |                                    |
|------------------------------|------------------------------------|------------------------------------|
| • Programming and Algorithms | • Databases and Interface          | • Operating System and Concurrency |
| • Software Engineering       | • Systems and Architecture         | • C++ Programming                  |
| • Computer Security          | • Developing Maintainable Software | • Web Development                  |

## Technical Skills

**Languages:** Java, C++, Python, HTML/CSS, JavaScript, SQL

**Developer Tools:** VS Code, Eclipse, Google Cloud Platform, IntelliJ, Jupyter Notebook

**Technologies/Frameworks:** GitHub, JUnit, TensorFlow, Unity

## Publications

Li, R., **Chu, Z.**, Jin, W., Wang, Y., & Hu, X. (June, 2021). Temporal Convolutional Network Based Regression Approach for Estimation of Remaining Useful Life. In 2021 IEEE International Conference on Prognostics and Health Management (ICPHM) (pp.1-10). IEEE.