# **ZHENGXING GU**

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www.linkedin.com/in/zhengxing-gu

#### **SKILLS**

- Coding skills: React, Javascript, HTML, CSS, Git, PostgreSQL, Python, C/C++, Machine Learning, Deep Learning (PyTorch)
- Engineering skills: control system engineering
- Language: Mandarin (native), English (working proficiency)

## **EDUCATION**

# **Master of Information Technology**

September 2021 - December 2023

Sydney, Australia

- **University of New South Wales** • Weighted Average Mark: 87.1 / 100
  - Key Courses: Web Front-End Programming, Data Structures & Algorithms, Machine Learning & Data Mining, Computer Vision, Neural Networks and Deep Learning

### **Bachelor of Engineering**

September 2017 - June 2021

Nanjing, China

Nanjing University of Science and Technology • Major in Automation

- Weighted Average Mark: 87.05 / 100
- Key Courses: Optimization Theory & Application, Process Computer Control System, Embedded Control System & Application

## **PROJECTS**

Personal Website January 2024

- Project Description: Developed a personal website using Next.js, Tailwind CSS, React, and deployed with Vercel and AWS Route 53. The website consists of personal introduction, project experiences, and contact me sessions. Responsive layout with Tailwind CSS ensures compatibility with both mobile and desktop devices. Link: https://www.zhengxing-gu.com/
- Skills: Next.js, Tailwind CSS, React

# **Online Learning Platform**

September 2023 - November 2023

- Project Description: As the frontend leader of the group project, I was responsible for communication with the backend team as well as the task assignment and progress management within the frontend team. We built a full-stack online learning platform where teachers can edit their personal information and choose their class schedule, while students can find suitable teachers and schedule one-on-one sessions. Additionally, the platform has an online chat functionality, facilitating communication between teachers and students during non-class hours.
- Skills: React, Javascript, Ant Design library

#### **Twitter Sentiment Analysis**

June 2023 - August 2023

- **Project Description:** Compared different machine learning and deep learning algorithms for Twitter Sentiment Analysis on a Kaggle dataset. Bi-LSTM with Attention after LSTM using concatenated word vectors achieves an accuracy of 97.5%.
- Skills: Python, PyTorch, Machine Learning

### A Lightweight Quiz Platform

April 2023

- Project Description: Completed the frontend design of an online O&A website similar to Kahoot. Hosts can edit quizzes and invite other users to join the game. Participants can join a game by entering a unique game PIN.
- Skills: React, Javascript, Restful API

### Planet Transformation Game (Unreal Engine 5)

October 2022 - December 2022

- Project Description: Developed an educational game using Unreal Engine 5. Players can transform the environment of a planet to make it suitable for human habitation through activities such as mining, tree planting, and controlling carbon dioxide emissions. During gameplay, players can learn basic knowledge about Earth's environment. The project was ranked as top 10 projects in the course.
- Skills: Unreal Engine 5

# **AWARDS AND CERTIFICATIONS**

• Standard Mental Health First Aider June 2023

• First Prize in the China Robot Skills Competition December 2019

• Second Prize in the Third National College Student Military Mathematical Contest in Modelling (China) June 2019

2018-2019 First-class Scholarship of Academic Excellence (Nanjing University of Science and Technology)

First Prize in China International Aircraft Design Challenge August 2018

 First Prize in the 27th "Innovation Cup" (Nanjing University of Science and Technology) May 2018

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