

JINGJING ZHU

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EDUCATION

University of California, San Deigo M.S. Data Science	June 2026
University of Michigan, Ann Arbor B.S.E. Computer Science	May 2024
Shanghai Jiaotong University B.S.E. Electrical and Computer Engineering	Aug. 2024

EMPLOYMENT

Industrial and Commercial Bank of China (ICBC), Software Engineering Intern, Shanghai, China • Utilized federated learning algorithms to detect suspicious cross-border illegal transactions, enhancing financial security measures. Collaborated with a team to preprocess data, train models, and assess results, contributing to the improvement and validation of the model. • Conducted research on fund data metrics, using SQL to calculate fund yields and evaluate investor returns.	June 2024 - Aug. 2024
Alibaba Cloud (Aliyun), Solution Architect Intern, Hangzhou, China • Developed expertise in cloud computing, including cloud infrastructure, data management, and security. Get Alibaba Cloud Professional Certification in cloud computing. • Participated in the design and implementation of cloud-based solutions as a solution architect and Collaborated within a diverse team to achieve project goals and benefitted from valuable mentorship and guidance from experienced professionals	July 2023 - Aug. 2023
Zhejiang Yuce Technology Company, Data Analyst Intern, Hangzhou, China • Conducted comprehensive data analysis on large datasets, applying statistical techniques to extract meaningful insights and trends. Utilized the cutting edge data visualization tools to present findings and support strategic planning • Engaged in client projects, responsible for communicating with client representatives to understand their business objectives and data requirements. • Assisted clients in planning and designing data warehouse solutions, encompassing data collection, cleansing, transformation, and storage	May 2023 - June 2023

PROJECTS

VR Educational Game - DinoSnap • Developed interactive game mechanics and AI behaviors for lifelike dinosaur interactions using C# in Unreal. Collaborated with a multidisciplinary team to design and develop an immersive VR game that accurately depicts the Mesozoic era, allowing players to experience and interact with various dinosaur species. • Designed and implemented realistic 3D models and animations of diverse dinosaur species using Blender and Unreal.
AR Game - A2Go • Utilized Unity and Mapbox SDK for real-world map integration, allowing players to interact with their environment and grow virtual trees that produce coins. Designed and implemented a roulette mini-game for additional player rewards and engagement. • Developed core gameplay features using C# scripting , intuitive user interfaces, and conducted thorough testing to ensure a smooth player experience.
High-Resolution Image Recovery - VisionRefine • Implemented three different kinds of methods, CNN, guided diffusion models, and transformer, to enhance the quality of low-resolution images. Our work enhanced SRCNN, combined different diffusion sampling algorithms and guided methods, and refined the process of facial image restoration on CodeFormer.
Website System Demo Construction - Insta485 • Designed and implemented an Instagram-like website using HTML, CSS, Python and JavaScript. Builded a Rest API using Python and Flask. Used JavaScript, React and AJAX to implement both server-side and client-side dynamic pages.

SKILLS

LANGUAGES: python, C++, SQL, HTML, C#, Matlab, Javascript
DEV TOOLS: Unity, Unreal, Visual Studio Code, Visual Studio, CLion, Github
OTHER SKILLS: Video editing, VR& AR Game development
RELEVANT COURSES: Data Structures and Algorithms, Web Systems, Database Management Systems, Machine Learning, Artificial Intelligence, Computer Security, Computer Vision