

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

Software Engineering Intern

Publix

May 2022 – Present

- Working on enterprise application development and cloud technology using C#, ASP.NET, and React.

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– May 2022

- Navigated multimodal instructional and learning spaces for deep learning and AI courses involving more than 100 students by assisting the professor to prepare lectures and create course materials.

Technology Team Member

Modern Knowledge Schools

October 2018 – January 2019

- Boosted the speed of the network system by 15% and improved the printer network capacity 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 the age, gender, and race of a given image data resulting in an overall accuracy of 80%.
- **MLB Data Analytics Web App**, created an interactive web application that allows users to search up the statistics of each MLB baseball team and each player using PERN stack technology.
- **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 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, Express, Node.js, TensorFlow, React, Django, 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.