

Zizhan Zhou

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EDUCATION

University of South Florida

Tampa, FL

- Bachelor of Science in Computer Science, May 2023, GPA: 3.75
- Honors:
 - Named twice as a USF College of Engineering Dean's List recipient
 - Recipient of USF Green and Gold Directors Scholarship

WORK EXPERIENCE

Software Engineering Intern

Publix

May 2022 – July 2022

- Developed enterprise-wide application with a scrum-based team that processes over 500 requests per week and deployed application on cloud platform using C#, ASP.NET, Javascript, SQL, and Azure.
- Troubleshoot known issues and improved system stability by fixing bugs on a weekly basis.
- Improved web application user interface by using Telerik UI and jQuery to edit web templates.
- Documented customer needs and created requirement analysis and design documents.

Research Assistant

University of South Florida

December 2021 – Present

- Conducted research under Dr. Hao Zheng on the topic of robust machine learning by implementing research on adversarial machine learning and studying the performance of various attack methods on convolutional neural networks.

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 60 students by assisting Dr. Yu Sun to prepare lectures and create course materials.

Information Technology Assistant

Modern Knowledge Schools

October 2018 – January 2019

- Boosted the speed of the network system by 15% and improved the printer network capacity by 20% through network expansion and additional equipment installment.

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 the user and the 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:** Python, Java, C, C++, C#, HTML, CSS, JavaScript, SQL.
- **Technologies:** Git, D3.js, Node.js, jQuery, TensorFlow, React, Django, Matplotlib, AWS, Azure.
- **Soft Skills:** Leadership, communicative, broadminded, accountable, cooperative, and organized.

CAMPUS ACTIVITIES

- Appointed as the technology leader at Google Developers Student Clubs to host technical workshops for university students and participate in project development within the organization.