Yihan Zhou

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Education

Cornell University (Cornell Tech) — New York, USA
M.Sc. in Computer Science and Information Systems; — *Sep 2024 – May 2026*

Liverpool University (Xi'an Jiaotong-Liverpool University) — Suzhou, China
B.Sc. in Information and Computing Science; ***GPA: 3.93/4.00 RANK: 1/176*** — *Sep 2020 – Jul 2024*

- Academic Achievement Scholarship: 25,000 CNY — Awarded to Top 5% of students.

Skills

Languages: Java, Python, JavaScript, MATLAB, SQL, MySQL, C#

Technologies: Vue.js, Spring, MySQL, Git, OpenCV, PyTorch, TensorFlow

Work Experience

Jiangsu Phoenix Institute of Intelligence Education — Nanjing, China
Machine Learning Engineer — *Jan 2024 – March 2024*

- Trained the Yolov8 model to accurately track and measure the distance of thrown shot puts, aiming to reduce manual assessment workload for physical education teachers and improve accuracy.
- Integrated the posture detection model into our product to achieve precise automatic jump rope counting, reaching an accuracy rate of over 95%.

Research Experience

Nanjing University: State Key Laboratory for Novel Software Technology — Nanjing, China
Local Knowledge Based LLM Q&A App With Langchain & ChatGLM — *Advisor: Xin Chen*
Research Assistant — *Oct 2023 – Present*

- Developed a sophisticated QA application harnessing Langchain and LLM technology to incorporate local knowledge bases, elevating contextual understanding and response precision.
- Orchestrated the end-to-end integration of localized reasoning within LLMs, from initial design through to secure deployment and optimization.

XJTLU Summer Undergraduate Research Fellowship (SURF) — Suzhou, China
Programming and Simulation of an Autonomous River Cleaning Robot — *Advisor: Jieming Ma*
Research Assistant — *Jun 2022 – Sep 2022*

- Designed and simulated an AI-powered automated river-cleaning robot, mimicking real-life river conditions.
- Mastered ROS and Gazebo software on Linux to overcome technical challenges, enhancing accuracy and efficiency.
- Developed and implemented an SSD MobileNetv2-based litter detection algorithm, achieving a mean Average Precision (mAP) over 0.75 and ensuring effective pollutant identification.
- Led the operational testing and deployment of the robot, contributing to environmental conservation efforts.

Academic Projects

iPet: Pet Grooming Appointment Web Page | *GitHub*

- Spearheaded the design and development of iPet, leading to a significant 30% increase in customer bookings.
- Engineered a robust booking management system to streamline appointment scheduling and tracking.
- Integrated a secure and efficient payment processing system to facilitate smooth transactional operations.
- Developed a comprehensive customer communication system, successfully decreasing missed appointments.

An Ataxx System with a Built-in AI | *GitHub*

- Crafted an intricate Ataxx game system using Java, integrating a sophisticated AI to elevate gameplay experience.
- Combined Monte Carlo techniques, the Negamax algorithm and Alpha-beta pruning to create a highly effective AI.
- Enhanced AI efficacy, achieving an impressive win rate exceeding 90% against standard opponents.
- Developed an intuitive user interface, providing a smooth gaming experience.