Zongnan Bao

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EDUCATION

• University of California, Los Angeles (UCLA)

Master of Science in Computer Science; GPA: 3.73/4.00

• University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Engineering; GPA: 3.74/4.00

Los Angeles, CA

Sep. 2021 - June 2023

Urbana, IL

Aug. 2017 - May 2021

EXPERIENCES

• Dolby Laboratories, Inc.

Image Engineering Intern

Los Angeles, CA

June 2022 - Dec. 2022

- Designed, developed and unit-tested a modular system for restoring image metadata from HDR/SDR pair using **Particle Swarm Optimization** (PSO).
- Accelerated optimization process by 30× using multiprocessing and intelligent down-sampling.
- Wrote benchmarks for the system, visualized results using **Plotly**, deployed on server using **Dash**.
- Implemented, trained and evaluated deep learning papers in the fields of **HDR** and **photo** enhancement using **PyTorch**.

• YITU Technology

Hangzhou, China

Feb. 2021 - May. 2021

Research Intern - Computer Vision

- Trained and evaluated **Single Shot Multibox Detector** (SSD). Experimented with the model design and hyper-parameters, achieved recall rate around 80% under 1% False Alarm Rate.
- Wrote scripts in Python and Bash that can extract potential training images from entire unlabeled image database, increased recall rate by 5%.
- Automated task submission pipeline, saved at least 70% of time compared to previous process.
- Wrote and assessed annotation guidelines for object detection tasks.

PROJECTS

• Focus Stacking - Image Processing Tool

- o Developed a tool to blend images with different depths of focus into an "all-in-focus" image.
- Utilized **Laplacian Pyramid Decomposition** for image fusion and reconstruction, achieved better visual/quantitative result than simple blending methods.
- Application include photography and microscopic imaging to produce a better quality image.

• LazyTrip - Smart Travel Planner

- Developed backend functionalities in **RESTful API** using **Django REST Framework** (DRF).
- Integrated Google OAuth into the backend's JWT Token based authentication system.
- Developed KMeans-based greedy scheduling algorithms and Google Map API for travel route planning.
- Fully documented and unit-tested APIs, deployed app on **Heroku**.

• Connection-based UDP Server & Client:

- Designed and implemented server and client application that utilized extra header protocol to extend **UDP** with lossless, connection-based and multi-client transmission.
- Utilized C++ POSIX socket API for underlying connections. Designed server and client in object-oriented way.
- Containerized server and client applications in Docker and be able to easily deploy on machines.

SKILLS

- Programming Languages: C/C++, Python, Bash
- Libraries: PyTorch, Django, NumPy, Matplotlib, Plotly, CUDA, OpenMP, MPI, nosetests
- Others: LaTeX, Git, AWS, Linux, Socket Programming, Agile, Adobe Lightroom, Photography