CHENGHAO ZHANG

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EDUCATION

University of California, Irvine   *September 2017 - December 2019*
M.S. in computer engineering   GPA: 3.67/4.00(until now)
Southeast University   *September 2014 - June 2018*
B.S. in Electronic Science and Technology   GPA: 3.41/4.00

Relevant coursework: Data management, Computer machine version, Design and analyze of algorithm, Operating systems, Real-time system design,Computer Architecture, Digital image processing, Web application.

SKILL

Programming languages: C++, Java, SQL, Python, html, Javascript, Verilog, MATLAB
Hardware: Raspberry Pi, STM32 board, FPGA (basys2, basys3), SpecC
IDEs: Android Studio, uVision, MySQL workbench, Tomcat, Visual Studio
Operating system: Linux, windows

PROJECT AND EXPERIENCE

Designed a movie store website–html, Javascript, Java, SQL   January 2019-March 2019
University of California, Irvine   *Team leader*
· Connected to Mysql database, including more than 180000 movies and 5000 customers information.
· Running based on AWS, Tomcat server, separate front and back end.
· URL:http://18.222.122.188:8080/project1-api-example/

Designed a simple operating system in Linux–C   January-March 2018
University of California, Irvine
· Tested 10000 inputs, without any deadlock or starvation, all the output is in a correct order.
· Used four threads with mutex, lock method in C++ to implement this project, with delay smaller than 0.05s.

Developed a Scroller Game played on Android Studio–Java   January-March 2018
University of California, Irvine
· Used lib-gdx module to create 3 layers on the map.
· Created animations for 5 characters in the game, including jumping attacking and running.

FPGA project–Verilog   April-June 2016
Southeast University,Nanjing,China   *Team leader*
· Designed an obstacle avoidance semantic game on the basys3 FPGA using Verilog.
· Used STM32 microcontroller to get the information from a gyroscope and pass the data to an FPGA board.

Digital Image processing by using MATLAB–MATLAB   April-June 2018
University of California, Irvine
· Used the masks and DFT in MATLB for blur and bad images, recovered 98.68 percent of the image and make them look much better