Zhenyuan Zhang | Resume

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Education

University of Michigan   **Ann Arbor**
Bachelor of Science, GPA 4.0 out of 4.0   *Sep. 2019 – Present*
Major in Computer Science

University of Michigan – Shanghai Jiao Tong University Joint Institute   **Shanghai**
Bachelor of Science, GPA 3.6 out of 4.0   *Sep. 2017 – Present*
Major in Electronic and Computer Engineering

Experience

WolverineSoft Studio Long Term Project
Unity Programmer   *Sep. 2019 – Dec. 2019*
A top-down 2D twin-stick shooter made by the University of Michigan's video game development club
- Worked over the course of one semester with a team of 30 developers
- Implemented the projectile system

Undergraduate Research Program
Student   *Nov. 2018 – Apr. 2019*
Spring 2019: Proof of Convergence of Quantile Q-learning

A variant of Q-learning that does not need quantified reward, but relative orders instead
- Proved with stochastic approximation technique

Fall 2018: Evaluation of Algorithms for Deep Reinforcement Learning

- Set up an unified environment that integrates different algorithms and scenarios
- Implemented state-of-the-art reinforcement learning algorithms (`PPO`, `DDPG`)
- Implemented a benchmarking procedure for algorithm evaluating

Student Science and Technology Innovation Association
Member   *Sep. 2018 – Aug. 2019*
A students' association for sharing advanced technologies
- Held workshops on computer graphics (`OpenGL`, rendering pipeline, transforms in 3D)

Activities and Honors

The 10th SJTU Mechanical Innovation Competition for Freshmen
Team Leader, Entered the second round   *Mar. 2018 – Apr. 2018*
A college-level competition in robot designing

Computer Skills

Programming Languages:
- `C++`: Have knowledge and skill of RAII, multi-threading and template metaprogramming
- `Rust`: Understand ownership, lifetime and type traits
- `Python`: Use for daily scripting

Game Engine: `Unity`

Asset Creating: `Blender` for 3D modeling and animating