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

Undergraduate Research Program
Student   *Nov. 2018 – Apr. 2019*
Title: Evaluation of Algorithms for Deep Reinforcement Learning
o Set up an unified environment that integrates different reinforcement learning algorithms and problems
o Implemented several state-of-the-art reinforcement learning algorithms
o Designed a benchmarking procedure for algorithm evaluating

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

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

Skills and Interests

o Strong leadership, ability to manage the progress of a project and cooperate with team members
o Strong motivation of self learning
o Interest and background in reinforcement learning
o Interest and practice in game developing and computer graphics

Computer Skills

Programming Languages: `C++`, `Python`, `C#`, `Rust`, LaTeX

Game Engine: Unity

Asset Creating: `Blender` for modeling, sculpting, rigging and animating