

Ziqian Zhong

📍 189 Vassar St, Cambridge, MA, 02139 ✉ ziqianz@mit.edu ☎ (857)-242-8372

in Ziqian Zhong 🔗 fjzzq2002 📊 TLE

Education

Massachusetts Institute of Technology,

Candidate for B.S. in Computer Science

GPA: 5.0/5.0

Selected Coursework: Fundamentals of Statistics (A), Computation Structures (A+), Fundamentals of Programming (A), Elements of Software Construction (A+), Theory of Computation (A+), Advanced Data Structure (A+), Advanced Complexity Theory (A)

Aug 2020 – present

Cambridge, MA

Skills

General Programming

C++ / Python / Javascript

Algorithm / Data Structure

Research / Graduate Level

Machine Learning

Data Science / Statistics / Deep Learning

Web Frontend / Backend

React / Vue / Node.js / PHP / SQL

Professional Experience

Machine Learning and Data Science Intern, Better Off Brunching

Designed and refined algorithms to optimize brunching experiences.
Performed experiments and analysis on real-life data.

Jun 2022 – Aug 2022

New York, NY

Undergraduate Researcher, Massachusetts Institute of Technology

A member of the research team guided by Virginia Vassilevska Williams.
Co-discovered several new results in graph theory and combinatorics.
Resulted in several published papers.

Oct 2021 – May 2022

Cambridge, MA

Publications

New Additive Approximations for Shortest Paths and Cycles, Mingyang

Deng, Yael Kirkpatrick, Victor Rong, Virginia Vassilevska Williams, Ziqian Zhong; ICALP 2022

Jul 2022

New Lower Bounds and Upper Bounds for Listing Avoidable Vertices,

Mingyang Deng, Virginia Vassilevska Williams, Ziqian Zhong; MFCS 2022

Aug 2022

On Problems Related to Unbounded SubsetSum: A Unified



Combinatorial Approach, Mingyang Deng, Xiao Mao, Ziqian Zhong; Arxiv [🔗](#)

Feb 2022

Awards

Gold Medal, <i>International Olympiad in Informatics 2019</i> IOI is the most prestigious computer science olympiad for secondary school students. Gold medal and 4th place overall as a member of the China team.	Aug 2019
First Place, <i>ICPC North America Championship 2022</i> ICPC is an algorithmic programming contest for college students. As a member of the MIT ICPC team, secured first place by a large margin among top teams from 50 schools.	May 2022
Second Place, <i>Weblab 2022</i> Weblab is an annual one-month web development hackathon in MIT. Second place among 120 teams as the team leader and lead developer of the team.	Jan 2022
Second Place, <i>HackMIT 2021</i> HackMIT is an annual 24-hour hackathon. Second place among 180 teams as the main frontend developer of the team.	Sep 2021
Second Place, <i>Baidu AStar Programming Contest 2020</i> Baidu AStar Programming Contest is an annual national programming contest in China. Second place out of 13000+ participants.	Oct 2020

Projects

CP Ideas, https://fjzzq2002.github.io/cpideas/  A tool that generates competitive programming problems with deep learning. Past problems are cleaned as training data for fine-tuning GPT-3. Around 1k users tried the tool and positive feedbacks are received.	Jul 2022
Mosaic Detective, https://mosaic-detective.com  A web game designed and implemented for Weblab 2022. In this game, players need to guess the words behind the blurry images. Implemented multi-player matches, rating system, matching system, ranking system.	Jan 2022