

# MENGYU(JACK) ZHANG

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## EDUCATION

2019 – 2022 **University of Southern California** **B.S. - Computer Science**  
GPA: 3.75/4.0  
Discrete Math, Advanced Data Structures & Algorithms, Probability, Artificial Intelligence, Software Development

Summer 2019 **University of California, Berkeley** **N/A (Summer)**  
GPA: 3.67/4.0  
Operating Systems & Networking, Machine Learning, Linear Algebra

2018 – 2019 **University of California, Merced** **B.S. - Computer Science and Engineering**  
GPA: 3.75/4.0  
Data Structures & Algorithms, Calculus, Computer Architecture, Computer Organization

## EXPERIENCES

Student Researcher **Children's Hospital Los Angeles, Levitt Lab under Dr. Pat Levitt** **Since Jan 2021**  
Machine Learning research with a focus on EEG data and signal processing. Primary goal: build an ML pipeline eliminates/corrects unwanted noise from EEG data (artifact correction) with an emphasis on samples collected from new borns/babies  
Machine Learning / Signal Processing / EEG / Python / MatLab

Teaching Assistant **University of Southern California, CS@SC** **Jun 2020 - May 2021**  
Taught introductory and intermediate level Python, Java, and Web development to students of different levels from middle/high school. Created unit tests for student assignments, and wrote quizzes and review questions for the students.  
Python / Java / JavaScript

## PROJECTS

Personal Project **"KnockKnock"** **Since Oct 2018**  
Android & Full Stack  
Purpose: solve the problems I had with video calling people in noisy or inconvenient situations. Built a WebRTC based video conferencing app with features like real-time captioning, language identification, noise-canceling, and manual camera controls. Utilized Machine Learning for multiple audio/image processing steps.  
Java / Kotlin / Android / WebRTC / Python / Firebase / PHP / C++

Personal Project **FileTunnel** **Mar 2019 (Hackathon)**  
Full Stack  
Purpose: satisfy the need to transfer files across devices on different platforms "serverless"-ly. Built a peer-to-peer file transferring website based on WebRTC. Utilized Node.js's Socket.IO framework for server-side signaling. Supports transfer speed display, file caching and queuing.  
JavaScript / Node.js / WebRTC / Socket.IO / Google Cloud Platform

Project Lead **GreatFinds** **Sep 2020 to Nov 2020**  
Full Stack  
Software Development class final project, a platform that allows users to share all kinds of media content. Utilized the Java EE stack to develop server-client platform. Built the project structure with core components like JPA (database) and JSF. Coordinated efforts among all group members.  
Java EE / JSF / JPA / MySQL / JavaScript

For more on projects, visit [jackzhang.me/projects](http://jackzhang.me/projects)

## SKILLS

**Languages:** Java, Python, C/C++, Kotlin, JavaScript, PHP, Bash, MySQL.

**Frameworks/Tools:** Android, TensorFlow, Node.js, React, Java EE, Flutter, GCP, Git, WebRTC, CI.

## ACTIVITIES/HOBBIES

Machine Learning  
ACM  
Hackathons (e.g. HackMerced)  
Answering on Stack Overflow :)  
Coding Challenges/Competitions  
CTFs (e.g. picoCTF: 400/16000)

## MORE

View the up-to-date version of this resume or learn more about me at [jackzhang.me/resume](http://jackzhang.me/resume)

