

JINGQI ZHU

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SUMMARY

- 4th year student at University of Toronto, major in Electrical & Computer Engineering.
 - Solid mathematical knowledge. Hands-on experience with data processing, modeling (regression, classification) and model evaluation.
 - 4 years C/C++ programming experience with strong algorithm and data structure knowledge.
 - Solid knowledge in Operating System and Computer Networks.
 - Familiar with automation testing framework and Microsoft HOBL (Hours of Battery Life) framework.
 - Excellent problem-solving skills, and thrived in a multi-tasking, deadline oriented and fast-paced environment.
 - Strong teamwork, communication, and collaboration skills.
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EDUCATION

University of Toronto, St. George

September 2019-June 2024

B.A.Sc. Major in Electrical & Computer Engineering,
Minor in Artificial Intelligence Engineering.

EXPERIENCE

Software Engineer Co-op. *Advanced Micro Devices Inc (AMD), Markham, Canada*

May 2022-May 2023

- Worked in CVML QA team for automation testing on CVMLSDK plugin with camera Device MFT in end-to-end cases.
 - Set up and monitored test plans for AMD Radeon Software UI testing and power testing with CVML features (Face Detection, Scene Editing, Eye Gaze Correction etc.)
 - Transferred existing CVML test plans to new platform, modified testcases and pipeline to support multiple platforms.
 - Set up Microsoft HOBL (Hours of Battery Life) testing and incorporated it with AMD internal tool to measure power consumption with CVML features on AMD devices.
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PROJECTS

Machine Learning Project: **Human Expression Recognition System (python, pyTorch)**

2022 Winter

- Together with other 3 teammates, we built a facial expression classification system Face2Face using convolution neural network (CNN) and transfer learning (ResNet, AlexNet) based on pyTorch.
- The system recognizes people's emotion from the images and put corresponding emoji on their faces using webcam and OpenCV.
- Achieved test accuracy of 70%.

Operating System: **User level thread package (C)**

2021 Fall

- Implemented a threads package, including functions to create thread, yield thread, and kill thread.
- Implemented pre-emptive thread scheduling policy. Used mutex locks and condition variables for mutual exclusion and synchronization purpose to manage concurrency.
- Strengthened knowledge of threading, gained better understanding of roles that operating system plays in managing applications.

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Software Design: **GIS software program (C++)**

2020 Winter

- Collaborated with 2 group members, built a GIS software similar to google map which is able to:
 - Read in OpenStreetMap database of geographic features of city, organized into data structures.
 - Draw the resulting map using EZGL, allow user to interact (pan, zoom, highlight, search for locations, etc.) with it.
 - Find good routes between locations using multiple algorithms (Dijkstra's, 2-opt, greedy, etc.) and give directions to user.
- Received positive recognition from users, consolidated knowledge of search algorithms and data structure, got experience with interactive data visualization and user interface design.

SKILLS

Languages: C, C++, python, MATLAB, SQL, Verilog

Tools: Git, Microsoft Office, PyTorch, Tensorflow, Quartus, Selenium, Sikulix, Ranorex, ATM2
