

# Zhuo Zhang

1704B, Starr Hall, 91B Pok Fu Lam Rd, Hong Kong

mycinbrin@gmail.com

(+852)64392758 (+86)18600162706

## Education

### Tsinghua University

- *BEng in Computer Science*  
*Bachelor of Economics, Second Major*
  - Major GPA: 88.0/100
  - Honors:
    - \* Zhang Minghua Integrated Scholarship (20%)
    - \* Scholarship for New Applicants (20%)

Beijing, China

*Aug 2011 – Jun 2015*

*Sept 2012 – Jun 2015*

### The University of Hong Kong

- *Exchange Student in Computer Science Department*

Hong Kong

*Aug 2013 – Dec 2013*

## Experience

### China Mobile Research Institute

- *IT Specialist Intern*
  - Designed IM protocols based on XMPP, SIP/RCS, EAS for mobile clients
  - Gave a lecture on Android architecture and development to the Product Team
  - Written a script for the team to automate workflow, saving time for other team members

Beijing, China

*Jun 2013 – Aug 2013*

### Sunshine Library Rural Digital Education Initiative

- *Web Developer*
  - Setup a daemon for synchronizing files between six servers with Node.js and RabbitMQ
  - Added features for the project on file handling in Ruby on Rails, refactored code to get better flexibility and extensibility
  - Configured environment for new servers to work with the cluster

Beijing, China

*Mar 2013 – Jun 2013*

## Skills

**Experienced:** C, C++, Python, SQL; Linux utilities, Flex&Bison

**Familiar:** Bash, Haskell, Java, Javascript; Rails, Django, Nodejs, MPI, Unix Programming; Git, JVM

**Intermediate:** C#, Matlab; Hadoop, GPGPU, STM

## Projects

- *Minicompiler* *Dec 2013*  
A toy-compiler to compile a C-like imperative language to a MIPS-like assembly written with bison and flex. It has support for array and recursive function.
- *AntiMalware* *Nov 2013*  
A platform for detecting Android malware with several machine learning algorithms. Thousands of static features are extracted from labeled Android apps, then the trained model is used to classify unlabeled apps as malware or normal apps.
- *Gyro* *Apr 2013*  
A mobile multi-player RPG game. I implemented the backend for communication between user with Node.js framework and long-polling.