Zongsi Zhang

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Summary:

Development experience in variant mobile apps, websites, and a motion sensing game. Solid Knowledge foundation in software engineering, information retrieval and machine learning. Excellent ability of quick learning. Looking for a software engineer position that creates something great.

SKILLS&INTERESTS:

Programming Language: C++, Java, C#, html, xml, python, Matlab.

Development Environment: Visual Studio, Eclipse, OpenCV, OpenGL, Kinect for Windows SDK, Android, Sexy Framework, Apache Solr, Apache httpd.

Working environment: Windows, Linux fedora, Linux Ubuntu, Mac OS X.

EDUCATION:

Southeast University
Nanjing, China
BE, Software Engineering *Aug '11 - Jun '15*
GPA: 3.36 Coursework in Computer Science, Programming, Information System

Arizona State University
Tempe, AZ
MS, Computer Science *Aug '15 -*
GPA: 3.67 Coursework in AI, Game Theory, Statistic Machine Learning, Mobile Computing

PROFESSIONAL EXPERIENCE:

Intern of software engineer, National Instruments 5/2016 - 8/2016

- Research on improving performance of search engine in Labview
- Research on relevant search solution
- Development of search engine based on Solr

Intern of Game R&D, Transmission Technology Corp, Shanghai 06/2014 - 01/2015

- Optimized memory occupation of an Android game and transplant it to Top-box.
- Developed payment System for the game engine of the company.
- Wrote a flight chess game based on cocos2dx.

Financial Management App Development, City Bank Financial Innovation Competition 10/2013 - 02/2015

- Developed the Android front-end of
- Designed the UI of Android App.
- Designed the card management algorithm

ACADEMIC EXPERIENCE:

Research Assistant, Lab of Computer Graphics, SEU *12/2013 - 06/2015*

- Implementation of light field processing.
- Research of people counting on bus via camera video flow.

Rank-SVM Classifier, Curriculum Design , ASU *10/2015 - 12/2015*

- Design and Training of RANK-SVM classifier
- Test RANK-SVM Classifier

Action Prediction based on Kalman Filter and Deep learning, Curriculum Project , ASU *1/2016 -*

- Building Neural Network learning system
- Data processing

Recovery Treating Application based on Kinect, Lab Project, SEU *12/2013 – 04/2014*

- Application a pop-up somatosensory game based on Kinect
- Designed a simple physics engine based on C#
- Complete the human-interactive menu.