



Jin ZHANG

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Born in September 1999, China

WORK EXPERIENCE

2021/06 – 2021/08

Backend Developer

Kuaishou Technology, Beijing, CN

- Designed rule-based algorithms retrieving high-quality samples.
- Analysed and compared different models' performance by data visualization, calculating standard measures, and case analysis.
- Wrote scripts in SQL and Python.

2021/04 – 2021/06

Backend Developer

Surreal Technology, Shenzhen, CN

- Trained face recognition deep learning model based on arcFace metric with a new data preprocessing method, achieving over 99% accuracy on LFW Face data set.
- Experienced with GitHub, pytorch, tensorflow.

2020/08 – 2020/12

Backend Developer

Ping' An Technology, Shenzhen, CN

- Wrote bash and Python scripts in Linux environment to analyze the effectiveness of different algorithms to differentiate background noise from clean speech.
- Summarized and briefed cutting-edge research on speech enhancement for weekly research team meetings.
- Experienced with Linux, vim.

EDUCATION

2021 – 2023

Swiss Federal Institute of Technology (ETHZ)

- Department of Mathematics in ETHZ
- Master's degree in Quantitative Finance, a joint programme held by ETHZ and UZH
- Grade: 5.6 out of 6.0

2017 – 2021

The Chinese University of Hong Kong, Shenzhen

- Bachelor's degree in Applied Mathematics
- Focused in machine learning, programming, data structures and algorithms
- Final grade: 3.8 out of 4.0

SKILLS

Programming

Python, JavaScript, HTML, CSS, C++, Java, SQL, MongoDB, TypeScript

Framework / Library

React, NextJS, Bootstrap, Materialize, Flask, TailwindCSS

Other

Machine Learning, Data Structures & Algorithms

SIDE PROJECTS

Google-clone

Clone of Google search using NextJS and tailwindcss. Of course, it used Google search API. It gets deployed by vercel. You could visit it by [clicking here](#).

IMDB-clone

Clone of IMDB using NextJS and tailwindcss. Data are from TMDB API. You could visit it by [clicking here](#).

AirHxH	An attempt to clone Airbnb yet adding flavor of manga Hunter X Hunter. It is written using NextJS, Materialize, sanity.io. It gets deployed by vercel. You could visit places in HxH by clicking here .
Memory Game	A game that tests players' memory. Players in turn flip cards, which will vanish if two cards' value collide. Used rapidjson, sockpp, and wxwidgets as libraries. Written in C++. I've also implemented a web version using React where you could play by clicking here .
Blackjack	A very basic implementation of Blackjack, where the player could only choose to hit or stand. It is written using vanilla HTML, CSS, JavaScript, Bootstrap. It gets hosted by GitHub Page. You could play it for free by clicking here .

ACADEMIC EXPERIENCE

<i>2020/05 – 2020/08</i>	Research Assistant Shenzhen Institute of Artificial Intelligence and Robotics for Society, Shenzhen, CN <ul style="list-style-type: none"> • Used Plotly and Dash to build data visualization dashboards for multiple projects. • Collected data for simulations of pandemic transmission in different scenarios. • Prepared research memorandum and literature reviews to support the work of the research team.
<i>2019/07 – 2019/08</i>	Cambridge University Participated in Pembroke-King's Summer Programme, London, UK
<i>2019/02 – 2020/05</i>	Undergraduate Student Teaching Fellow Chinese University of Hong Kong, Shenzhen, CN Taught undergraduates linear algebra, ordinary differential equations

EXTRACURRICULAR EXPERIENCE

<i>2019/01 – 2019/02</i>	Chinese Young Development Program Engaged in various lectures taught by Columbia faculty and industry experts
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ADDITIONAL INFORMATION

Interests	Badminton, Reading, Cooking
Interpersonal Skills	Public Speaking, Coaching, Collaborating
Languages	English – Professional Chinese – Native