Kaijia(Bran) Zhang

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SUMMARY

Github: Kaijia2022; Website: https://kaijia2022.github.io/my-site/

EDUCATION

Department of Electrical and Computer Engineering, University of California San Diego
M. S. Computer Engineering September 2025 -

Department of Electrical and Computer Engineering, University of California San Diego
B.S. Computer Engineering September 2021 - June 2025

- UC GPA:3.834
- Major GPA: 3.800

Stanford University
Summer School July 2020

- Physics: Thermodynamics
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EXPERIENCE

- Winter 2024: Pair coded a Ray tracer from scratch in C++ for CSE167.
- Spring 2024: Leader, head of design and development of a RISC like 9-bit instruction ISA, associated instruction set in System Verilog and an assembler in C++, for CSE 141L.
- Spring 2024: Multiply mini scale AR/ XR project with Unity for CSE165.
- Summer 2024: Developed a DMA plugin for the famous Reclass.NET.
- Summer 2024: Created the First Cheat Engine DMA plugin with **functional pointer scanning.**
- Winter 2025: Initiated a hypervisor assisted debugger project using Intel Hyper-V Hardware virtualization technology.
- Winter 2025: Power Saving embedded system project for CSE 190

SKILLS & ACTIVITIES

- Programming Languages: C++, C#, C, Python, Java, HTML, JavaScript, SQL, x86, x86-64 Assembly, Opencl.
- Software Skills: Computer Architectures, Operating Systems Internals (Windows, Linux), Computer Network, Computer Security, Driver Development (Embedded Systems, Windows Kernel).. Project Planning, Design & Implementation from scratch (reading manuals). Reverse Engineering, Static & Dynamic memory analysis (Ghidra, IDA, WinDbg, GDB), Parallel Computing. Open-Source Project Analysis/Contribution, Project Management.
- Hardware Skills: Digital circuit design & verification with Cadence Virtuoso, System Verilog with Questa & Quartus