Chuyi ZHAO

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EDUCATION

ShanghaiTech University 2018.09 - 2022.07

- B.E. in Computer Science and Technology

Selected Courses: Computer Architecture, Operating System, Algorithms and Data Structures, Algorithm Design and Analysis, Software Engineering, Artificial Intelligence, AI for Science and Engineering, Computer Graphics II

Tufts University 2022.09 - 2024.05

- M.S. in Computer Science

SKILLS

Programming Language: Python, Matlab, C/C++, JavaScript, LaTex/Markdown, Java, Bash
Frameworks: Numpy, Pytorch, Vue.js
Design: Adobe XD, Figma
Language: English (fluent), Mandarine (native)

PROFESSIONAL EXPERIENCE

Shanghai Neogenint Intelligent Technology Co., Ltd 2021.07 - 2021.09

Software Developer Intern

- Achieved a server performance **test** using *MLPerf* and finished a report
- A series of programs deployed on *Nvidia Jetson Nano*, including a real-time **crack detector**, and an **AI** Jetbot with **full-stack** GUI and modules like face recognition, voice prompt, obstacle avoidance, etc.

RESEARCH EXPERIENCE

PromotionLens: Inspecting Promotion Strategies of Online E-commerce via Visual Analytics

H5+C3+JavaScript(Vue.js, D3.js), Python, MongoDB 2021.07 - 2021.09

- A **full-stack visual analytics system** for analyzing the influence of promotion strategies on the online E-commerce. Used Vue.js and D3.js frontEnd
- Designed and combined elaborated interactive **frontend** visualizations with AI prediction models to demonstrate and interpret the influence of various promotion factors. Accepted by ***IEEE VIS2022***

BPCoach: Exploring Hero Drafting in Professional MOBA Tournaments via Visual Analytics

H5+C3+JavaScript(Vue.js, D3.js), Python, MongoDB 2021.07 - 2021.09

- A **full-stack visual analytics system** for analyzing the team combinations in MOBA games.
- Designed and implemented **frontend** visualization designs, combined with AI prediction model and MongoDB.

Protein-Protein Interaction Prediction Based on Multi-Channel Input Deep Learning Algorithm

Python(PyMol), Bash(PBS), FreeSASA 2020.09 - 2021.04

- Processed PDBbind data sets of nearly 20,000 with **Python** and **PBS** scripts
- Constructed a ResNet with **Pytorch**, reached the prediction accuracy of **71%** to score the feasibility of Protein-Protein Interactions, compensating current benchmarks

CURRICULAR PROJECTS

Development of A Python-Based Game: Landlord Off

Python (OOP) 2020.12

- Implemented a card game with three **AI** players: random, **A*** and **minimax-tree** algorithms-based
- Optimized the algorithms to realize an improvement of **18%** on winning rate

SELECTED AWARDS

1st Prize in SC21 Student Cluster Competition, Reproducibility Challenge 2021.09 - 2021.11

- Performed the scaling experiments on **Oracle** using **Python** and **Bash** scripts, competing with 10 global teams
- Produced a critique paper accepted by *IEEE Transactions on Parallel and Distributed Systems*