Ming Zhang

EXPERIENCE

Explorer Intern

May 2017-Present

at Microsoft

Start prototyping cyber attack visualization tool to facilitate and accelerate investigation and defense in Microsoft's Cyber Defense Operations Center using holographic 3D graphics on Microsoft **HoloLens**; design 3D graphics on **Unity** platform with **C#** scripting; analyze and optimize frame rendering and calculating to accommodate HoloLens's processing capability

Fellow Oct 2016–Present

at Moelis Access Science Program

Propose curriculum in computer science for K-12 schools in West Philadelphia; volunteer to teach Scratch programming to 20 students in classroom on a weekly basis; present feedback during weekly meetings

Research Assistant

Jun-Sep 2016

for Low Resource Languages for Emergent Incidents

Worked in the lab of Prof. Mitchell Marcus for the Exploiting Quantitative Universals for Unsupervised Acquisition of Language Structure (EQUUALS) Project as part of DARPA's Low Resource Languages for Emergent Incidents Program. Assisted in building a learner for language classification in **Python**; prepared corpus data for over 80 languages from Wikipedia XML dumps; evaluated grammar rules on the corpus

Co-President

Sep 2016-Present

of Pling: Penn Undergrad Linguistics Society

Re-establish weekly event "Linguistically Speaking"; promote events on social media; manage Facebook group with over 90 members; increase participation of general body; communicate with Penn Linguistics Department for funding and faculty speakers

Web Developer & Video Editor Sep 2015—Present at The Daily Pennsylvanian

Build webpages for featured news stories and web templates for regular stories; maintain and improve the webpages based on statistics of usage; collect interview and b-roll footage on a weekly basis; create and manipulate graphics, film pieces, music, and special effects in a logical and attractive manner using Final Cut Pro

Tutor lan 2016–Present

for CIS-160: Mathematical Foundations of Computer Science and CIS-120: Programming Languages and Techniques I

Course materials include data types and data representation, test-driven development, programming patterns, functional programming, and object-oriented programming. Programming languages include **OCaml** and **Java**

EDUCATION

University of Pennsylvania

May 2019

Cumulative GPA 3.88 / 4

Dual Degree Program

B.S.E. in **Computer Science**, School of Engineering & Applied Science

B.A. in **Linguistics**, College of Arts and Sciences

FEATURED COURSEWORK

Computer Science Related

Programming Languages and Techniques II: Data Structures in Java Introduction to Algorithms

Introduction to Computer Architecture

Computer Organization and Design

Automata, Computability, and Complexity

Introduction to Artificial Intelligence

Discrete Probability, Stochastic Processes, and Statistical Inference

Linguistics Related

Introduction to Linguistics

Sound Structure of Language

Introduction to Syntax

Introduction to Sociolinguistics

Writing Systems

SKILLS & ABILITIES

Languages

Native in Mandarin Chinese; fluent in German (CEFRL German Level A2); comprehensive in French (SAT French 720/800); basic American Sign Language, Cantonese, Spanish, Russian, Latin, and Japanese

Computer Related

Python, Java, HTML, CSS, JavaScript, PHP, MySQL, C, C#, Assembly language, Objective-C, Xcode, Haskell, OCaml, Git, Visual Studio, Unity3D, Photoshop, Mathematica, &TeX, Final Cut Pro, Microsoft Office

AWARDS

Best Social Impact Hacking Prize

lan 2016

at PennApps XIII

with Web App "Foodship" at www.foodship.me

Silver Medal

Jul 2014

at 2014 International Linguistics Olympiad

among top 9%

5th Place at Team Round

Feb 2014

at 2014 Harvard-MIT Math Tournament

out of 88 teams

THANKS FOR READING!