

Eric Zhang

Self-motivated, focused, great attention to detail,
and a strong desire to learn and solve problems.

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Education	University of California Irvine Bachelor of Science, Computer Science Bachelor of Science, Mathematics	summa cum laude, 2022 specialization in Intelligent Systems
Skills	General Data structures and algorithms, database management, DevOps, CI/CD, software testing, computer simulation, cryptography, object-oriented design, requirements and UML planning, agile workflow Tools Python (Tensorflow/keras, OpenCV), Java, Go, Rust, C/C++, JavaScript (NodeJS, React), SQL (PostgreSQL, MySQL), Linux, R, MATLAB, Mathematica, LaTeX, git/github, Docker Artificial Intelligence & Machine Learning Regression, neural networks, convolutional neural networks, ensemble methods, computer vision, image processing, medical imaging, advanced linear algebra, graph learning algorithms, statistical analysis, mixture models, reinforcement learning, GANs	
Work Experience	Lawrence Livermore National Laboratory - DevOps Lead, Software Developer September 2022 – Present <ul style="list-style-type: none">Built from the ground up a framework for testing, compliance, and packaging – achieved reduction in production errors, increased modularity, and simplified workflowReduced deployment time by 70% with automationSpearhead a novel machine learning project: authored proposal, outlined project roadmap/milestones, and currently lead project development UCSD Center for Research in Biological Systems - Machine Learning Researcher August 2021 – September 2022 <ul style="list-style-type: none">Created artificial intelligence models (design, training, validation) for segmentation and classification of chlamydia in microscopy images – validation accuracy up to 97%Improved prediction accuracy of previously trained modelsBuilt script to run full prediction pipeline – Reduced 30+ workflow commands into single command, providing multiple customization options. Complete setup/teardown in Docker.Demonstrated strong teamwork skills in multidisciplinary setting as well as independent problem-solving and technical research Shanghai Jiao Tong University - Research Intern July 2019 - August 2019 <ul style="list-style-type: none">Developed robotics software for autonomous drone landing on moving platformPerformed image processing and analysis to detect objectsTransmitted movement commands to a drone using the robot operating system (ROS) with a publisher-subscriber interface	
Projects and Awards	Artist's Real-time Toolkit, HackUCI - Best Education Hack Award 2020 <ul style="list-style-type: none">Implemented back-end server and laser-pointer functionality for mobile phones without using heavy API calls or external dependencies – found by users to be the most engaging feature Reunited Game, Berklee Game/Music Jam - Best Gameplay Award 2020 <ul style="list-style-type: none">Incorporated enemy movement behaviors as well as line-of-sight detectionBuilt strong team synergy during discussions about level design and overall goals Coalition Chess 2022 <ul style="list-style-type: none">Online 4-player chess variant packaged neatly into a single page applicationNodeJS back-end server capable of handling many concurrent games and spectators, serving a navigable React front-end made using UI/UX principles.	

For more, see
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