Yunhua Zhong

2021.9-2025.6
Undergraduate, Nanjing University

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GitHub Profile

Education

•**Nanjing University** *2021.9-Present*
School of Artificial Intelligence,Nanjing University GPA/Percentage: 4.53/5(NJU) 3.79/4(WES) Rank 10%

Achievements

•**Scholarship** Bai Lu scholarship (ranked 3rd in department) *2023.11*

•**Honorable Mention** The Mathematical Contest in Modeling *2023.6*

•**National Second prize** The Chinese Mathematics Competitions *2022.9*

•**1st prize** People's Scholarship of Nanjing University *2022.9*

•**Scholarship** Yongman Yang's Scholarship *2022.9*

•**Scholarship** Scholarship of Artificial Intelligence *2022.6*

Research and Academic Experience

•**University of California, Berkeley** *2023.6-2023.8*
Summer Session, Transfer
– Course Attened: CS61C CS161

•**Virtual Body Group, Lamda Group, Nanjing University** *2023.3-2023.8*
Academic Research
– Participating the Virtual Body Group, completeing the automatic generation function of PKISM simulator.

•**AIH Group, the Chinese University of Hong Kong** *2023.9-Now*
Research Intern
– Working as an research intern in CUHK.

Papers

MorphFM: Foundation Model for Neuron Morphology
Yimin Fan*,Yaxuan Li***Yunhua Zhong**,Liang Hong,Lei Li,Yu Li
In submission

Personal Projects

•**PACMAN GitHub** *2022.2-2022.6*
A pacman project, which can be played by human and AI algorithm. Every line is coded by me, no frame code.
– Tools & technologies used: Python(Mainly), Pygame, pickle, C++ (Minor)
– Implemented Methods: Dynamic Programming, DFS and BFS Search, Heuristic(A*) Search With Alpha-Beta prune, Q-Learning and Sarsa

•**NAI inputter GitHub** *2022.7-2022.8*
An intelligent inputter enabling you to input words, based on Viterbi Algorithm learning from wikipedia Corpus.
– Tools & technologies used: Python, pyperclip,xpinyin, pickle, Viterbi Algorithm

•**PA Project** *2022.9-2023.1*
A simple but complete full-system emulator designed for teaching.I write hardware, library, OS and APP for it.
– Tools & technologies used: C, C++, Make and RISC-V Assembly
– I implement a RiscV assembly simulator equipped with debugger, and an simple OS supporting Syscall, I/O writing, File system, Multiprogramming, Processes/Threads and Virtual Memory running on my simmulator.

Technical Skills and Interests

Languages: C,Python,Matlab,Java,Bash
Platform: Linux(XUbuntu), Windows
Developer Tools: Pycharm, VSCode, Vim, Make, CLion, GCC+GDB
Tech skills: Pytorch, Pygame, Pandas, Skicit-Learn, Numpy, Seaborn, Jupyter Notebook
Soft Skills: Latex, Markdown

Positions of Responsibility

•**Bureau** College of Artificial Intelligence Student Union *2022.6-2023.6*