Rico Zhu

rico.zhu@duke.edu
(+1) 919 - 501 - 5399
https://www.linkedin.com/in/rico-zhu-737174166
https://github.com/ricohasgithub

Professional Experience

Duke University - Student Researcher — September 2021 - Current

Multiphysics geomechanics lab: incorporated machine learning in augmented reality pipeline to visualize porous geomaterials. Used Fourier Neural Operator models to accelerate PDE calculations in the material simulation process.

Univ. of Toronto - Student Researcher — February 2021 - August 2021

Intelligent sensory microsystems lab: designed and implemented neural networks (specifically RNNs and Neural ODEs) for experimental AI hardware (memristor crossbars) to investigate performance enhancement. Models developed using Pytorch.

Hack the Northeast - Director of Technology — March 2020 - June 2021

Led team of software developers and graphics designers across 5 different time zones to build a responsive event site using React.js. Volunteered as both MC and mentor during the hackathon of over 1000 participants.

Education

Duke University — August 2021 - May 2025

Intended major: BS in Computer Science with an AI and Data Science concentration. Took a first semester seminar (FOCUS program) “Virtual Realities, Fictional Worlds, and Games.” Relevant coursework: CS 201, Math 212, Math 218, Linguistics 201.

Hackathon Awards & Projects

MIT Blueprint Hackathon - 1st Place — February 2021

With a team of 3, created a chrome extension that helps students study by generating bite-sized quizzes based off of what they read online.

MIT Blueprint Hackathon - 2nd Place — February 2020

Created a word processor that has a built in natural language processing powered tutor. Fullstack web app with a complete user authentication system built using Firebase. NLP backend built with spaCy and word2vec models.

Ubisoft, Hack the North - Best Game Design — September 2019

Created game that portrayed the immigrant experience, all while learning C++ from scratch within the 48 hour span of the hackathon. Selected from a hackathon with over 1000 participants.

Online Courses & Certifications

IBM - DL0110EN: Deep Learning (Keras & Pytorch) — January 2019

Topics Covered: Regression, Backpropagation, Machine Learning Theory, Convolutional Neural Networks.

Princeton University - Algorithms, Theory & Machines — September 2018

Topics Covered: Universal Turing Machines, Von Neumann Architecture, Hardware Fundamentals.

Princeton University - Algorithms — May 2018

Topics Covered: Big O Notation, Data Structures & Implementations via Nested Classes, Optimization, Union-Find Algorithms.

Technologies & Toolkits

Python (5 years) Java (5 years) JavaScript (4 years) Git (4 years) C++ (3 years) Pytorch (3 years)
Keras (3 years) React.js (2 years) Matplotlib (2 years) Matlab (currently learning)