ZHUOHAO ZHANG

Honors Class of Computer Science, Chu Kochen Honors College, Zhejiang University, P.R. China
+86 18867547345 | e: zhuohaozhang@zju.edu.cn | website: http://zhuohaozhang.com

EDUCATION

Zhejiang University Hangzhou, China
B.Eng. in Computer Science and Technology (**with Honors**) Sept. 2015 – Jun. 2019

- GPA: 3.88/4.00, major GPA: 3.93/4.00 (ranked **top 5%** of 181 students)
- 3 Successive Years of **First-Class Scholarship**
- UC Davis, Research Assistant; Cornell Tech, Visiting Scholar

PUBLICATIONS

1. **Zhuohao Zhang**, Xiyuan He*. *GPK: An Efficient Special Symbol Input Method for Keyboards Using Glide.* **CHI 2019, EA**
2. Lei Shi, Holly M. Lawson, **Zhuohao Zhang**, Shiri Azenkot. *Designing interactive 3D printed models with Teachers of the Visually Impaired.* **CHI 2019**
3. Lei Shi, **Zhuohao Zhang**, Shiri Azenkot. *A Demo of Talkit++: Interacting with 3D Printed Models Using iOS Devices.* **ASSETS 2018**, demo

* indicates equal contribution as first author.

RESEARCH & WORK & TALK EXPERIENCE

Cornell University (Enhancing Ability Lab, Cornell Tech), RA to Prof. Shiri Azenkot New York City, USA
Design Interactions for 3D Printed Models for Blind People Oct. 2017 – Dec. 2018

- Published demo and paper in **ASSETS'18** and **CHI'19**
- Designed interactive 3D tactile models and algorithms to recognize users' behavior when accessing information on physical models applying computer vision-based methods

Zhejiang University (CAD&CG State Key Lab), RA to Prof. Yingcai Wu Hangzhou, China
Augmented Reality-based Collaborative Visual Analytics System Apr. 2017 – Apr. 2018

- Applied the AR-based technology to enable collaborative visualization on massive urban data of housing
- Used space partition (Octree), clustering (DBSCAN) and edge bundling (KDEEB) techniques to process data points in 3D, and enabled immersive and scalable interactions for visual analytics

University of California, Davis (VIDI Lab, Dept. of Computer Science), RA to Prof. Kwan-liu Ma Davis, USA
Interactive AR Visualization System Between Large Display Walls and Mobile Devices Jul. 2018 – Oct. 2018

- Big screen-based visualization with mobile device-based controllers to enable 6DoF interactions
- Used computer vision-based methods recognize and coordinate visual tasks on screen

Tactile Graphics in Education and Career Symposium 2018, Talk Baltimore, USA
Present "Sensables: 3D Printed Models for Visually Impaired Students" with Lei Shi 11th Oct. 2018 – 12th Oct. 2018

Zhejiang University, Dept. of Computer Science and Technology, TA for 3 courses Hangzhou, China
Course: *Introduction to Computer Systems*, *Digital Logic Design*, and *Computer Organization* Jul. 2017 – Jun. 2018

SELECTED AWARDS AND HONORS

- First-class Scholarship for Academic Excellence (top 3% in ~850 students) 2016
- Zhejiang Provincial Government Scholarship 2016
- First-class Scholarship, awarded for excellent performance in basic subjects (top 5%) 2017&2018
- Microsoft Imagine Cup 2018, United States National Finals Attendee, from HackTech 2018 2018

ADDITIONAL INFORMATION

Computer Skills

- iOS, AR/VR related frameworks, C/C++, Java, Python, JavaScript, HTML, CSS, D3.js, Vue.js, SQL
- AI-related (Machine Learning, Deep Learning) and optimization algorithms and related tools

Language Skills

- TOEFL 107 (Speaking 26/30, Writing 30/30) IELTS 8.0 (Writing 8.0/9) GRE 153+170+4.0