Shichu (Stuart) Zhu

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Education

University of Illinois at Urbana-Champaign

Computer Science, Professional MS

August 2018-Expected December 2019

University of Illinois at Urbana-Champaign

Urbana, IL, US

Urbana, IL, US

Atmospheric Science, MS

August 2014-August 2018

Peking University

Beijing, China

Atmospheric and Oceanic Sciences, BS School of Physics, G.P.A. Major 3.70/4.0, Overall 3.52/4.0 September 2010-July 2014

Experience

University of Illinois

Urbana, IL, USA

Teaching Assistant, Dept of Computer Science August 2018-Present CS 411 Database Systems. Design homework questions (SQL query, ER diagrams), present tutorial lecture on web programming with DBMS.

Summer 2018

A full-stack developing experience with more emphasis on the back-end. Mainly developed in java/javascript with the Spring framework. Designed and developed the navigation browsing component, integrating front-end design and back-end database algorithm support. Achievements included augmenting ZK-SpreadSheet's formula execution engine and using complex data structures such as B-Tree.

• Research Assistant, Dept of Atmospheric Science

2014-2017

NSF-funded research project. Programmingly involved developing numerical and image processing algorithms in MATLAB, data analysis and visualization in Python (Scipy/Pandas/Matplotlib).

California Institute of Technology

Pasadena, CA, USA

Visiting Undergraduate Researcher, Dept of Planetary Science Summer 2013 Numerical simulation of the weather layer of Jupiter's atmosphere using GFDL's shallow water model. Original model and tuning are coded in FORTRAN.

Peking University

Beijing, China

Undergraduate Researcher, Dept of Atmospheric and Oceanic Sciences

2013-2014

A survey and comparison of existing numerical advection schemes in solving 1-D advection equation. Implemented in FORTRAN.

Projects

Course project, Distributed System

Fall 2017

♥gitlab-beta.engr.illinois.edu/szhu28/ShichuCS425MP Implemented a gossip-style failure detector for a distributed system connected by arbitrary network topology. Programming techniques included building a utility RPC module with socket and decorator in Python.

Course project, Data Structures Honor Section

Fall 2017

Ogithub.com/shichuzhu/text_adventure_game A simple terminal text adventure game built under functional programming paradigm in Clojure.

Courses

- Taken (grade): Algorithms and Data Structures (B), Applied Numerical Methods (A+), Calculus (A), Introduction to Computation (A+), Linear Algebra (A), Probability and Statistics (B),
- o Audited (Programming language used): Algorithms, Applied Cloud Computing (Python), Communication Networks (C++), Database Systems, Distributed Systems (Python, Go), System Programming (C).

Programming Skills

- o Proficient in: C++, Java, Python.
- o Familiar with: C, Clojure, FORTRAN, Go, Haskell, MATLAB, SQL, LATEX, javascript.
- o Frameworks: React, gRPC, Django, Node.js, Spring.