

Jingtao Wei

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EDUCATION

Peking University, School of Electronics Engineering and Computer Science	Beijing
<i>Bachelor of Science in Computer Science</i>	July 2027
• Major: Computer Science	
• GPA: 3.2	
• Award: The Introduction of Computing A 3.88/4.0 (GPA)	
Programming Internship	84/100 (Score), Large assignments get excellent ratings
The Introduction of AI	85/100 (Score), The self-trained model received a high score

PROFESSIONAL & LEADERSHIP EXPERIENCE

Student Union Cultural and Sports Affairs Department	Beijing
<i>Intern</i>	September 2023 – Present
• Organize and plan a New Year's party	
• Organize and plan graduation parties	
• etc.	
Ministry of Literature and Art	Beijing
<i>Intern</i>	September 2023 – Present
• Organize and plan Literary and artistic activities	

PROFESSIONAL & LEADERSHIP EXPERIENCE

Othello with Agents	Beijing
<i>Project developer</i>	December 2023 – January 2024
• Project Description: It can be used for two-player duel and man-machine duel Othello games with the functions of storing and reading game statement.	
• Job Responsibilities: back-end interaction logic, agent decision-making logic, front-end presentation and other functions programmed in C++	
• Project Scale: about 700 lines of code, production and debugging time of about 3 weeks.	
• Project Highlights: store and read the game statement of the man-machine duel and the two-player duel separately, use the music box function when playing, the intelligence which will calculate the final game situation and make choices according to the current game state.	

Canteen Roller	Beijing
<i>Project developer</i>	May 2024 – June 2024
• Project Description: It can be used anywhere on the campus of Peking University, and the program can be used to obtain information about the next meal, replacing the tangled selection process to solve the difficult problem of "not knowing what to eat".	
• Job Responsibilities: all functions such as back-end interaction logic, front-end rendering, etc. programmed in C++ with the Qt framework	
• Project scale: about 10 modules, more than 1600 lines of code, production and debugging time of about 1 month.	
• Project Highlights: Pay attention to the user's personalized experience, users can use it anywhere on the campus of Peking University, after selecting their own location information, the program will	

automatically update the information of each dish, users can also import personal schedules, if used during the course, the program will automatically update the distance information of the dishes and the weight of each canteen, in addition to the preset mode and dishes, users can add dishes by themselves, and edit pictures and their various parameter information.

Pacman

Project Intern

Beijing

March 2024 – June 2024

- Project Description: Realize the operation of Pac-Man based on deep learning and CV.
- Job Responsibilities: Write and train the main functions in the core logic of deep learning models such as decision trees, random forests, MLP, etc.

SKILLS & INTERESTS

Languages: Fluent in English; Native in Mandarin

Skills:

- Have a solid C++ foundation and awareness of object-oriented programming, and have relevant project development experience;
- Familiar with Qt framework and have relevant project development experience;
- Familiar with Python language, able to use Python language for model writing, model training, performance optimization and debugging.
- Familiar with common deep learning models, such as ANN, Attention, Transformer, CNN, etc., and have relevant code implementation experience.
- Familiar with RL related content, including MDP, Policy Iteration, Value Iteration, Q-Learning, etc.
- Familiar with machine learning related content, such as path planning, PID motion control, etc., and have relevant code implementation experience.

Interests: strength exercise, designing, painting, photoshop