

Xinlin Zhang

Email: xinlin.zhang@hotmail.com
Mobile: 027 256 6189
City: Auckland
LinkedIn: <https://www.linkedin.com/in/xinlinz/>
Github: <https://github.com/xinlin-z/>
TechBlog: <https://xinlin-z.github.io/>

Career Objective

AI Engineer.

Seasoned software engineer pursuing Master's Degree of AI in AUT. Passionate about real-world AI applications. Seeking to join a team in which I can apply my expertise in building innovative and cutting-the-edge AI systems.

Skills Summary

Python

- Proficient in Python (6+ years).
- Daily language, used for all my AI courseworks in AUT, self-learning projects and prototyping.
- Few [personal projects](#) written mainly in Python.
- Deep understanding of [Python's built-in DSA](#), good at writing high performance Python code.

PyTorch

- More than 1 year experience, my first priority Deep Learning framework
- Few [demo projects](#) implemented in PyTorch
- Hands-on experience of implementing and training FC, CNN, RNN, Transformer architectures

AI Knowledge

- Systematic learning AI knowledge in AUT as a Master's Degree student
- Decent knowledge on Machine Learning, Deep Learning, LLM, Agentic AI
- Hands-on experience of image classification tasks, various text-based tasks by leveraging LLM
- Deep understanding of [Prompt Engineer](#)
- AI Agent Developer (Vanderbilt University), [Certificate](#) earned in Jun. 2025
- Mathematics for Machine Learning and Data Science (DeepLearning.AI), [Certificate](#) earned in Feb. 2025

Other Related Skills

- Strong background on Computer Science, Network and Cloud Computing
- Many years' experience on C/C++, expertise in network programming, familiar with SQL
- Deep understanding of algorithm analysis/design, and system design

Career History

Senior System Software Engineer, Astute-Tec (China), 2021 – 2023

- Designed and implemented a highly optimized and configurable BGRA image comparison algorithm and a hybrid H.264/JPEG transportation protocol, reducing CPU utilization from over 20% to below 5% in a cloud desktop system during static or minimal screen activity. (C++, Python)
- Designed and implemented a priority-based multi-TCP schedule algorithm, significantly improving user responsiveness and fluidity in a highly loaded cloud virtual desktop environment. (C++)
- Recipient of the “Network and Video Codec Expert Award”, May 2022.

Software Engineer, VP, Co-founder, GWorld (China), 2014 – 2021

- Solely designed and implemented an auto-production system for manufacturing company proprietary optical modules ($\leq 10G$) and OEM modules. (Python, SQLite)

Software Engineer, ZTE R&D Center (China), 2006 – 2013

- Developed and maintained many features in the TCP/IP stack (such as Ethernet, VLAN, Routing Protocol, ACL, and RTP) which were integrated into many different telecommunication products. (C)
- Recipient of the Department’s “Best Programmer Award”, December 2009.

Education

Auckland University of Technology (New Zealand), Feb. 2025 – Present (graduate in June 2026)

Master of Computer and Information Science

Northeastern University (China), Sep. 1998 – Jul. 2002

Bachelor of Engineering Degree in Management Information Systems (under the department of Computer Science)

Interests

Reading, Coding, Hiking and Green Tea.