

ZHANG Xingjian Owen

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Sep 2020 - Jun 2023

Sep 2018 - Sep 2020

Champagne, IL

Hong Kong

EDUCATION

University of Illinois at Urbana-Champaign (UIUC)

Mathematics & Computer Science Bachelor

GPA: 4.0 / 4.0

- · College of Liberal Arts and Science
- Dean's List, Fall 2020

The Hong Kong Polytechnic University

Internet & Multimedia Technology(ECE) Bachelor

GPA:3.77/4 (Weighted:3.90/4)

- EIE Student Award: Best Semester GPA Award & Best Academic Improvement Award
- 2019-2020 Dean's Honours List

RESEARCH EXPERIENCE

Algorithms for Big Data

Jul 2020 - Aug 2020

Instructor: Dr. David Woodruff, Associate professor @Carnegie Mellon University

CIS Program

- 30 hours/week, 6 weeks in total
- Solid understanding of algorithms for big datasets, convex optimization and neural networks
- Y. Bian, C. Liu, B. Wang and X. Zhang, "Application of Convexified Convolutional Neural Network in Text Classification,"
 2021 IEEE International Conference on Consumer Electronics and Computer Engineering (ICCECE)

COURSES

- Finished courses: CS125(Intro to CS), CS126(Coding studio), CS173(Discrete math), CS225(Data structure), CS357(Numeric methods), MATH415(Linear Algebra) until 2021 Spring
- Used Programming Languages: Java, C++, Python, R, SQL
- Courses in progress: CS446 (Machine learning), CS412(Data mining), CS374(Algorithm), MATH484(Nonlinear programming) in 2021 Fall

PROJECT EXPERIENCE

CS126 Coding projects (In progress)

Jan 2021 - May 2021

- Code in C++ and Java for weekly assignment
- 6000+ lines of code
- Covered topics: Naive bayes, Linked list, JSON application, etc.

Hackathon Project

Team Leader

Aug 2019 - Aug 2019

Shanghai

- Product: Intelligent home control system
- · Automated system designed to control the items in a bedroom: the switch of lights and controlling the curtains
- · Using Arduino Board, sensors, motors, related transferring knowledge and programming knowledge

WORKING EXPERIENCE

Tencent Feb 2020 - Apr 2020

Tencent Business Analysis Intern Tencent Game

Online

- participated in domestic and foreign game competitive products/case analysis, industry research, information collection and summary, data analysis and visualization, etc
- disassemble the gameplay and deduce the category

Guizhou Love starts from heart organization

Jun 2018 - Aug 2018

Volunteer

Guiyang

- Worked as the secretory of the tutor for 5 hours per week
- Offered courses to the teachers in primary school and junior high school in rural areas About psychological skills dealing with leftover children

HONORS & AWARDS

EIE Semester GPA Award	2019.7
Kaggle Competition Bronze Medal (Top 9%)	2020.1
2017 merit student in Guiyang city	2017.9
EIE Best Academic Improvement Award	2019.7
2019-2020 Dean's Honors List (PolyU)	2020.11
2020 Fall Dean's List (UIUC)	2021.3

EXTRACURRICULAR ACTIVITIES

TechX Academy Jul 2019 - Aug 2019

Member Learner in Deep Learning

Shanghai

- Course: Knowledge about Deep Learning and Machine Learning
- Basic skills learning: designing a website, making a software, entrepreneurship

Hong Kong basketball competition for mainland student

Team member Basketball Team

Feb 2019 - May 2019

Hong Kong

- Championship in this competition (Gold Medal)
- Position: Small Forward

Chinese senior high school student leadership competition

Co-founder & Leader Planner

- Make program plan in protecting cultural heritage
- Ask for sponsorship successfully for 8000\$

Mar 2017 - Jul 2017 China