Zhijian Li

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Interests

Artificial Intelligence: Machine Learning, NLP, Computer Vision, Robotics, Data Mining, Deep Learning

Education

Georgia Institute of Technology, Atlanta, GA (Junior) *August 2014 - May 2018*

- Candidate for Bachelor of Science in Computer Science
- Intelligence and Theory Threads
- GPA: 3.0
- Java, Python, VBA, HTML, CSS, JavaScript, C, Excel

Acton Boxbourough Regional High School, MA *July 2010 - June 2014*

- GPA: 3.9

Skills

- Machine Learning (Supervised Learning, Unsupervised Learning, Randomized Optimization, Reinforcement Learning, parameter tweaking, preemptive, lazy algorithms)
- Proof Based Linear Algebra, Proof Based 4000 level Combinatorial Analysis
- Combinatorics, Intro to Algorithms, Computer Systems and Networks, Dynamic Web Design, Object and Design
- *Languages:* Java (3 yrs), C# (1 yr), html/css/js (1 yr), angular (1 yr), bash (1/2 yr), unix-based systems (2 yrs)

Experience

Capital One, McLean, VA *June 2017 – August 2017*

Data Engineer

- Currently in progress

SteelThread, Dulles, VA *May 2016 – August 2016*

Web Development Team

- Added to and helped maintain company's web products
- Created dynamic, functional web prototypes, worked on both frontend and backend
- Functional testing with protractor

Archhacks

- Created risk stratification algorithm to predict risk of certain diseases given data on a patient
- Utilized Python and scikit-learn

Randstad, Billerica, MA *May 2015 - August 2015*

Filtration Team Intern

- Wrote VBA Scripts to handle and format large groups of data
- Created a java GUI that simulated filtration with fluid dynamic algorithm (Lattice-Boltzmann)

Undergraduate Research, Atlanta, GA *September 2015 - Dec 2015*

Approximate Computing - Assistant Researcher

- Audited handwriting recognition (OCR) code to find ways to approximate calculations
- Measured the performance of an algorithm before and after approximation

Projects *January 2015 - present*

Github: https://github.com/zbolmb
Processor: Created virtual 32-bit processor consisting of a datapath, micro-sequencer in logisim
GBA: Using C to code Game Boy Advance games. Utilized DMA (Direct Memory Access) for graphics
M.U.L.E: Created a video game in Java using the AGILE development process

Activities and Awards

Programming Team *September 2014 - present*

- Solve Programming problems and look at previous problems from competitions

Competitive Badminton *January 2009 - present*

- Competed on the national level