

# Zhaodong Zheng

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## INTRODUCTION

Recent graduate from Carnegie Mellon University (CMU). Proficient in many programming languages and paradigms. Avid actor and singer. **Primary interests: software for performance, robotics, machine learning, computer vision, and autonomous vehicles**

## WORK EXPERIENCE

### Software Engineering Intern, Microsoft

June '16 – August '16

- + Azure Data Factory team. Used machine learning to create operationalized system to forecast computation cluster capacity. Improved integration with Azure Machine Learning. **C#, R**

### Software Engineering Intern, Nebulus Audio

June '15 – August '15

- + Used machine learning models to develop system for predicting the genre of a given piece of music. **Golang**

### Undergraduate Researcher, CMU Personal Robotics Lab

January '14 – May '15

- + Lead animator and project scientist to create robotic actor with lab's robot (HERB). Used both acting experience and programming skills to enable HERB to perform a play at CMU's Purnell Center. **Python, C++**

### Electronics Intern, Microcontroller Lab at Tsinghua University

July '12

- + Created a fire alarm system that sends text message notifications when a fire is detected. **C#**

## EDUCATION

### Carnegie Mellon University

August '13 – May '17

College of Engineering, 3.7 GPA

- + Dual B.S. in Electrical and Computer Engineering (ECE); Robotics
- + M.S. in ECE
- + University Honors recipient
- + Notable coursework: Artificial Intelligence, Machine Learning, Computer Vision, Robot Kinematics and Dynamics, Control Theory, Embedded Systems, Parallel Computer Processing and Architecture, Internet & Wireless Policy, Systems Engineering

## SKILLS

Languages: Python, C, C++, C#, SQL, R, Golang, Java, Matlab, OpenGL, Cuda, SystemVerilog

Tools: Unix, Doxygen, Git, Subversion, OpenCV, OpenGL, Arduino, LaTeX, TFS

## NOTABLE PROJECTS

Achieve: Achievement system for Microsoft employees. Inspired by the Xbox achievement system. For the 2016 //oneweek hackathon.

RoboGoalie: Robotic air hockey goalie, uses computer vision to detect puck. Github – [bit.ly/1QPAunO](https://bit.ly/1QPAunO)

Cache Simulator: Coherent cache simulator using MSI, MESI, and MOESI. Github – [bit.ly/1Z5FdrB](https://bit.ly/1Z5FdrB)

Interactive Sandbox: Dynamic Zen garden with projected colors and patterns. Github – [bit.ly/1TN97iH](https://bit.ly/1TN97iH)

Real-Time Kernel: Kernel with task scheduling on bare-metal Raspberry Pi

## PUBLICATIONS

Zhaodong Zheng, Aaron Walsman, Laura Herlant, Garth Zeglin, and Siddhartha Srinivasa, "HERB the Robot Butler in David Ives' Sure Thing," HRI Workshop on Enabling Rich, Expressive Robot Animation, March 2015.

Garth Zeglin, Aaron Walsman, Laura Herlant, Zhaodong Zheng, Yuyang Guo, Michael Koval, Kevin Lenzo, Hui Jun Tay, Prasanna Velagapudi, Katie Correll, and Siddhartha Srinivasa, "HERB's Sure Thing: a rapid drama system for rehearsing and performing live robot theater," IEEE Workshop on Advanced Robotics and its Social Impacts, September, 2014.

## OTHER INVOLVEMENTS AND ACHIEVEMENTS

CMU Treblemakers: 2014-2017. Member of competitive co-ed a cappella group. 2017 Quarterfinal Champions.

Scotch'n'Soda Theatre: Carpentry head and actor for the nation's second-oldest student-run theatre group.

Summer Class Instructor at Concordia International School Shanghai: 2014-2016, teaching Game Theory, AI, and Intro Programming

Eta Kappa Nu (ECE Honor Society) Sigma Chapter.

National Endowment for the Humanities Scholar.

CMU Dean's List.