

Zhenghao Zhang

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🎓 Bachelor 🏛 Rheinisch-Westfälische Technische Hochschule Aachen(RWTH Aachen)

📍 Aachen, Germany 🏠 Changzhou, Jiangsu 🗓 Dec. 1999

Highly motivated Computer Science undergraduate with a stable foundation in math. Have a deep understanding of decentralized identity and access control management in IoT. Familiar with various directions in computer science, e.g., computer vision, human computer interaction, text mining. Also acquire knowledge of business economics from my application subject. Passionate about exploring new areas and willing to learn further.

🔧 Competences & Languages

Programming	Python, Java, SQL, C#, Shell, C
Documents Writing	LaTeX, Markdown, Microsoft Office
Tools	Git, Docker, SSH, Unity
🌐 Languages	English – reading & writing (proficient); listening & speaking (conversant) German – reading & writing (proficient); listening & speaking (conversant) Mandarin – reading & writing (native); listening & speaking (native) Japanese – basic communication (good)

🎓 Education

present	Fakulitaet 1, RWTH Aachen
Oct. 2019	Bachelor in Informatik (Computer Science)
Sep. 2019	Freshman Institute, Fachhochschule Aachen(FH Aachen)
Sep. 2018	Studienkolleg in Technical Preparatory
Aug. 2018	Senior 2 class, Changzhou Beijiao Senior School
Sep. 2017	High school student in Senior School
Aug. 2017	11. class , Europaschule Troisdorf
Sep. 2016	Exchange student in Gesamtschule
Aug. 2016	Senior 1 class , Changzhou Beijiao Senior School
Sep. 2015	High school student in Senior School
Aug. 2015	Junior class, Changzhou Foreign language School
Sep. 2012	Junior school student in Junior School

🔗 Experience

- Explored a decentralized identity-based access control management system for Forestry 4.0. The implementation of this work leverages various projects incubated by Hyperledger Foundation, e.g., Hyperledger Indy and Hyperledger Aries. The system are aimed to be deployed on IoT devices and the corresponding paper is currently undergoing the review process for publication.
- Summarized and discussed academic works in computer vision focusing on feature detection and description. Completed a literature review and a corresponding presentation.
- Studied the current development on the topic "Extending Everyday Objects" in the seminar Post-Desktop User Interface, especially aimed on systems using interactive projections.
- Developed a player entity capable of partaking in an advanced board game "Reversi+" using Java.

- › Participated in a software lab organized by Holo Builder, a company providing AR construction process management. This lab's aiming to develop an Android application for AR image tracking using Unity.

Internships

September 2021 July 2021	<div>PERCENT Technology Inc.</div> <ul style="list-style-type: none">› Collect and organize the foreign trade data of each province in the past decade from relevant official websites.› Participate in the Clever BI project (business analysis system) and finish the user manual website.
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