

Jincheng Zhang

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Education

Computer Science B.S. Columbia University in the City of New York

May 2019

Computer Science B.S. Brandeis University

GPA 3.5/4.0 May 2017

Linear Algebra, Multi-variable calculus, Probability & Statistics, Discrete Math

Spoken Dialog Design, Web Development & Incubator, Software Engineering, Operating System, Database

Data Structures, Analysis of Algorithms, Artificial Intelligence, Machine learning, Deep Learning, Quantum Computing

Programming Skills Stack

Proficient: C++ for algorithms, Java, Ruby, Python, Javascript, HTML5/CSS3

Prior Experience: C#, Emacs Lisp, Scheme

Familiar with: Meteor.js, Ruby on Rails, Node.js

Can use: Angular 2, iOS cocoa, Bash, Git, Unix, Linux Apache, Nginx

Work Experience

Teaching Assistant for *Machine Learning edX MOOC at Columbia, Team of 3*

Spring 2018

- Answer students' questions on quizzes/assignments/projects on the online course forum powered by edX
- Grade students' projects and help debugging grading scripts on Vocareum backend

Projects

Handwritten Math Expressions Recognition *Team leader of 3. With Professor Pengyu Hong.*

Spring 2017

- Created a preprocessor and a classifier to recognize basic handwritten math expressions with Convolutional Neural Network in Tensorflow, and OpenCV (Python).
- Wrote a general report of the research
- https://github.com/Brandeis-cosi101a-hwe/HME_recognition

Duewiz *Homework Reminder. Team leader of 4.*

Spring 2016

- Created a system that uses web scraping to get homework information from school's education website
- Designed an asynchronous system to process the information (Ruby on Rails 5 alpha features)
 - Action Cable: web socket with redis cache for push notification back to frontend
 - Active Job: asynchronous background processing to schedule web scraping task
 - Unit Testing and Continuous Integration that was deployed to Heroku
- https://github.com/DueWiz/Student_Organizer

Voice Control Chess *A voice-enabled chess game. Team leader of 3.*

Summer 2015

- Designed a rule based NLP and Dialog System to move chess by voice
- Created a PVP match feature with meteor's built-in socket based push data service
- Designed a materialized frontend with full text/voice inputs, chessboard and records tracking system
- <https://github.com/zhjch05/Voice-Control-Chess-Dev/tree/Jincheng-nlp>

Cars Simulation at toll

Spring 2017

- Designed a python MVC architecture to visualize and animate cellular automata model to simulate car streams traffic at toll.
- <https://github.com/zhjch05/carSim>

Code2html *Atom editor plugin. More than 400 public downloads.*

- Created an editor plugin that converts code to html based literals for rendering in my blog website
- <https://github.com/zhjch05/atom-code2html>

Spring 2016

Extracurricular

- Microsoft summer camp high school observer
- Volunteer leader of tour guides of a former residence in Qing Dynasty.

2013

2012-2014

Awards

- Second Class in National Olympiad in Informatics in Provinces
- Youths Developers Seminar Hackathon first place
- First place in Computer Science Research & Study in RDFZ/Beijing
 - Wrote a thesis on two-way conversion of code and its flowcharts by parsing C++ and GUI/Algorithm in C#
 - <https://github.com/zhjch05/VisualBlocks>

C++, Algorithms Competition 2013

iOS, Objective-C, HTTP RESTful with AFNetworking 2014

2013