

Kaihan Zhu

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EDUCATION

Undergraduate at University of California, San Diego pursuing BS in Computer Science. Current GPA: 3.935.

High school at Our Lady of Lourdes High School, Poughkeepsie, New York, USA.

SKILLS

Skillful use of Pascal, C, Java, Swift, Python, HTML, JavaScript, CSS, Tensorflow.

Fluent use of Vim, Xcode, Eclipse, MySQL, Solidworks.

Familiar with C++, PHP, SQL, jQuery, OpenCV, WPILib, CMUSphinx, git.

PROJECTS

Stock Prediction — July to August, 2017, currently revising since May, 2018

Tried to predict whether certain stock will be worth buying the next day using open, high, low, and close prices data from the past 100 days using deep learning with Tensorflow. Plan to include different indicators. Using LSTM RNN and trying to combine with CNN to create a “strategy” for predicting stocks.

Website for Shanghai Greenpool Environmental Technology Co., Ltd. @ shgreenpool.com — since June, 2017

Plan, build, and maintain website. Dynamic website with LAMP model.

Rect() (iOS Version) — January, 2016

The iOS version of Rect() that was originally created as a final team project during Stanford summer session. It is a lot smoother and less buggy comparing to the website version @ game.zhukaihan.com.

Ultra Simple Browser — September, 2014 to September, 2015

Created a browser that allows people to navigate through the internet with simple mechanics on iOS. On App Store since February, 2015.

ACTIVITIES

CRC (China Robotics Challenge, FRC Post Season Chinese Version) — June to August, 2016

Programmed robotics controller, RoboRio, using C++. Design robot with Creo.

Programmed robot vision using OpenCV with Jetson TK1.

FRC (FIRST Robotics Competition) — December, 2015 to April, 2016

Team 5824 in Las Vegas Sectionals.

Mainly programmed for robot using C++. Also hunted for allies.

Robotics Feiyue Program — Carnegie Mellon University; July 18 to August 3, 2014

Learned basic robotics principles, including mechanical design using Solidworks, sensor integration with Arduino, and programming control for autonomous mobile robots using Arduino.

Computer Simulations and Interactive Media, Stanford Pre-Collegiate Summer Institutes — Stanford University; July 13 to August 1, 2015

Learned whole process of game development, from design to testing. A team project, Rect(), was created to have a general practice of simulation, prototyping, and real world applications.