Yuezhexuan(Jason) Zhu

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Highlights of Qualifications

- Pursuing a Bachelors Degree in Computer Science with a Statistics Minor
- Comprehensive Experience in backend development, data analysis, and generative art
- Passion for conducting research and solving real-world problems through coding
- Initiative to organize and lead the team towards specific goal and persistence to get tasks done
- Technical Skills: Java, Python, C, RStudio, Linux, JavaScript, SQL

Education and Training

Bachelor of Science Computer Science Specialist & Statistics minor **June 2025 (Expected)**

University of Toronto | GPA: 3.96 / 4.00

Relevant Coursework: Software Design, Introduction to Theory of Computation, Software Tools and Systems Programming, Computer Organization, Data Structure and Analysis, Probability with Computer Applications, Statistics for Computer Science, Algorithm Design & Analysis

Awards: Dean's List (2020-2021), Dean's List (2021-2022)

Internship and Academic Experience

Lab Intern, Pardee Lab at University of Toronto **May – September, 2022**

- Established high-performance cloud GPU server for Alphafold2 and budget-efficient in-lab server infrastructure
- Designed automated protein prediction evaluation pipeline which scientists can be easily handled by non-pro user
- Employed nested shell script for automated running and python script that achieve exponential increase in efficiency

Team Leader, On-campus Software Development Project **September - December, 2021**

- Developed Uno-simulation program using design patterns with code organization that ensures program extensibility and stability based on Java, and got 92/100 for final mark
- Held weekly team meeting to track progress and used GitHub for efficient version control

Software Intern, Metaverse Dualchain Network Architecture (DNA) **June - September, 2020**

- Constructed underlying structure of blockchain by Python and conducted 3 research on mature products
- Used Java to develop a bounty platform that enables task release and cryptocurrency reward

Video and Content Creator **April, 2020 - Now**

- Established personal website and channel with 80k+ views and 900+ subscribers
- Focused on scientific video and Processing tutorial about art generation and algorithm visualization
- Representative generative art: Flow Field, Mandelbrot Set, and Fourier Transform Visualization

Team Leader, High School Mathematical Contest in Modeling **September - November, 2019**

- Developed customizable roller-coaster ranking system based on Analytic Hierarchy Process
- Led the school team to code the program and compose 30-page paper in one-week limited time
- Got "Honorable Mention" (top 15%) in the contest

Research on Crime Prediction in Los Angeles City **April – November, 2018**

- Compared machine learning algorithms' performance and applied Random Forest to achieve accurate predictions
- Conducted research paper "Comparison of Model Performance for Basic and Advanced Modeling Approaches to Crime Prediction", and was published on "Scientific Research", Doi: 10.4236/iim.2018.106011