

# Ziyue Zhou

13642340544 | rkyzzy2000@gmail.com  
Shenzhen



## EDUCATION

---

### Southern University of Science and Technology

Sep 2018 - Jul 2022

Computer Science and Engineering Bachelor

Shenzhen, China

- GPA : 3.72 / 4.0
- Student work: 1. Head of P.E. Department of Student Union 2. Member of Senior Association 3. Leader of Boardgame Club 4. Leader of College Badminton Team
- Relative Courses : 1. Introduction to Computer Science A
  - 2. Calculus A
  - 3. Linear Algebra A
  - 4. Introduction to Computer Programming A
  - 5. C/C++ Program Design
  - 6. Innovation Group Projects I
  - 7. Data Structures and Algorithm Analysis
  - 8. Digital Logic
  - 9. Embedded System and Microcomputer Principle
  - 10. Artificial Intelligence
  - 11. Computer Networks
  - 12. Principles of Database Systems
  - 13. Object-oriented Analysis and Design

### University of California Berkeley (Exchange)

Jan 2020 - May 2020

EECS

Berkeley, United States

- GPA : 3.9 / 4.0
- Relative Courses : 1. CS170 (Efficient Algorithm and Intractable Problems)
  - 2. CS61A (Great Ideas in Computer Architecture)
  - 3. CS70 (Discrete Mathematics and Probability Theory)

## PROJECT / RESEARCH EXPERIENCE

---

### Big Graph: COVID-19 Visualization (Still doing)

Oct 2020 - Jan 2021

A research experience in the ASIA-lab in SUSTech, directed by professor Georgios Theodoropoulos. The project try to realize theory brought out by a post-doc in the group. Using hyper-graph social network analysis over the spreading situation of COVID-19. The project builds a prototype 3D visualization of the subway system of the whole Shenzhen city. And applied one-day subway data over the visualization. Try to help government decide the way to shut down stations to best reduce the risk of spreading and don't affect the transportation much at the same time.

My job in the team is to do part of the data analysis part and the whole part of 3d visualization.

### Intelligent game-AI for Othello(Reversi)

Dec 2020 - Jan 2021

A course project for the course Artificial Intelligence. The project builds a competitive AI for the game Othello(Reversi) and can compete well on given platform.

The whole develop process include paper reading, realization, testing and report writing, all done individually on my own.

The AI is build under the following thoughts: General game strategy(X-position, Star-position, Mobility, etc) , Mini-max search algorithm with alpha-beta pruning, weighted matrix, weighted sum of influencing factors.

The AI performs well and ranked top 20% in the leaderboard.

### 2.5D tower-defense game SUSTCraft

Nov 2020 - Dec 2020

The project made a 2.5D tower-defense game called SUSTCraft in a theme of the college life in SUSTech. The game is

made by Unity 3D, coded by C# script.

### **Stable-heating kneepad product**

Aug 2019 - Sep 2019

Project of Product Design Camp in SUSTech, design a stable heating kneepad for elderly who suffer from rheumatism. My job in the team includes: 1. demand analysis by online survey and off-line nursing home survey. 2. design the structure of the kneepad and draw drafts 3. present the outcome in front of hundreds of people.

### **LEADERSHIP EXPERIENCE**

---

#### **Head of P.E. Department of Student Union**

Hold the badminton/table tennis competition as the main person in charge

Organize the 'Huawei Cloud' school Seminar activity.

Leading the activity of 'Running to Peking'

#### **Boardgame Club**

Have over 300+ members in the club

Hold "Boardgame night" activity every month, with 60+ average number of participants

### **SKILLS, LANGUAGE**

---

- **Skills:** Java , C/C++ , Python , HDL(Verilog) , Risc-V assembly language , Html/Css , Javascript , C# , Unity3D , CAD/Solidworks
- **Languages:** TOEFL: 102 , CET-6: 593