Zhihong (Cody) Jiang

zj2247@nyu.edu • +1 9175194588 • https://cody-jiang-zhihong.github.io/

EDUCATION BACKGROUND

New York University, Tandon School of Engineering   **New York, NY**
Bachelor of Science; **Major:** Computer Science   Expected May 2024
Pennsylvania State University   **State College, PA**
Bachelor of Engineering   Sept 2020-May 2021

PROFESSIONAL EXPERIENCE

Anhui Yuntai Transportation Develpment Limited   **Wuhu, China**
Software Engineering Intern   Jun 2023-Aug 2023
· Developed a mobile vehicle operation application for tracking and managing large bus dispatches and car rentals
· Designed for internal and external use, with external functionalities integrated into a corporate ERP management system
· Facilitated a complete safety loop for vehicle monitoring, monitoring response, and routine management safety
Data Analyst Intern   Jun 2022-Aug 2022
· Utilized C++ to create a database for vehicle operations, including vehicle routes, revenue, operating duration, and passenger flow data
· Enabled detailed income analysis and strategic recommendations for business development direction, such as prioritizing car rental services over bus operations based on revenue analysis
· Analyzed the vehicle operation data to optimize the route, decreasing expenditure by 15% and increasing efficiency

PROJECT EXPERIENCE

AI-Powered Interview Simulation Tool   **Remote**
Part-time Assistant, Mentored by Head of Data Science from Meta   Oct 2023-Present
· Led the deelopment of an interview simulation tool using NLP and audio processing technologies; Utilized Python and libraries such as Transformers, Torchaudio, SpaCy, and PyTorch to build and optimize the tool's functionality
· Developed the tool through various stages, from MVP with basic asynchronous scoring to General Availability (GA) with real-time scoring and gamification
· Integrated video performance analysis for assessing non-verbal communication as part of the scoring system; Enhanced audio analysis capabilities for evaluating structural clarity and the use of industry-specific terminology in responses

Game Development Projects   **New York, NY**
Indie Game Personal Website: https://cody-jiang.itch.io/   Jan 2022-Present
· **Crazy Eight Card Games:** Developed an interactive card game, demonstrating advanced control structures, functions, and array manipulation in JavaScript within a Node.js environment; refined the user interface using HTML and CSS
· **Interactive Pokémon-Inspired Game:** Designed and developed an engaging top-down game where players capture and battle Pokémon, enhancing the immersive experience of the game,
· **Arcade Game Remake Project:** Re-created a classic late 70s or early 80s arcade game, with behaviors and collisions handled in the Create and Step events; Developed start and end screens with restart functionality

Anonymous Course Reviews Application Design   **New York, NY**
Project Lead   Sept 2023-Dec 2023
· Developed an anonymous course review platform integrating MongoDB with an Express.js web application; handled server-side logic using Node.js and leveraged MongoDB with Mongoose for efficient data storage and retrieval

Massachusetts Institute of Technology Deep Learning Research   **Remote**
Student Researcher   Jun 2021-Aug 2021
· Engineered a cancer diagnosis application featuring a user-friendly interface; Integrated a Convolutional Neural Network (CNN) backend for accurate classification of cancer types; Implemented a Natural Language Processing (NLP) module to facilitate effective communication within the application
· Developed and trained a CNN-based model, achieving a high accuracy rate of 89% in cancer diagnosis
· Contributed to research papers on the application's development and selected for publication in the SPIE Digital Library

ADDITIONAL INFORMATION

Languages: Chinese (Native Proficiency) / English (Advanced Proficiency)
Programming: C, C++, Python, Java, SQL, Verilog, JavaScript, HTML, CSS
IDE: Visual Studio, Visual Studio Code, PyCharm, Sublime Text, IDLE