

ZHIHENG WANG

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EDUCATION

New York University May 2024 (expected)

MS in Scientific Computing (*GPA 3.61/4.0*)

- *Coursework:* Programming Languages, Fundamental Algorithms, Data Analytics, DevOps and Agile(Scrum), GPUs, Computer Graphics

University of Science and Technology of China July 2021 (completed)

BS in Computational Mathematics

- *Coursework:* Data Structure and DataBase, Computer Systems, C/C++ Programming

SKILLS

Programming Software Python, JavaScript, MySQL, Object Oriented Programming, C/C++, HTML/CSS, Matlab
Linux, AWS, PyTorch(ML/AI), Docker, VS Code, Git/GitHub, Andriod Studios, Flask, Django

EXPERIENCES

Computer Science Dept NYU

Teaching Assistant

Sep 2023 - present

- Grade assignments of a graduate-level Computer Science course, ensuring timely and fair evaluation of students' programming and write-up tasks.
- Collaborated with the professor to address grading concerns and discuss student progress.

Mathematics Dept USTC

Researching Assistant

Dec 2020 - May 2021

- Applied partial differential equations to Carleman estimate and the conditional stability of time-reversal for a quantitative thermo-acoustic system in inhomogeneous media, which has practical application in physics and medical science.
- Read related papers and discussed with the professor. Proposed personal approach and completed graduation Thesis

Teaching Assistant

Sep 2019 - Dec 2019

- Lead recitations and organize group discussions for students; use listening skills and patience to guide students.
- Review students' homework thoroughly and provided detailed comments.

PROJECTS

Weather Forecast API web app (Python/Flask/Plotly)

- Developed a weather forecast RESTful API web app using **Flask** and **Python**, providing real-time weather information to users.
- Implemented Python scripts to fetch weather data from external APIs (OpenWeatherMap) and parse the JSON responses.
- Utilize **plotly** to visualize the analysis of weather data.

'Running USTC 2018' Website Development (HTML/CSS/JavaScript) ([link](#))

- Designed and developed a user-friendly web page for 'Running USTC 2018' event using **HTML/CSS**, providing an engaging and interactive experience for participants and gaining **100%** positive feedback.
- Implemented the game mechanics, password validation, and clue retrieval system using **JavaScript** and MD5 encryption techniques.

DVD Rental Optimization Project (Python/PyTorch)

- Developed a **Math Modeling** project focused on optimizing DVD rental distribution and maximizing customer satisfaction for a website with **100,000** members.
- Utilized Google's **OR-Tools** and **CP-SAT** constraint solving toolkit to develop a solution that efficiently allocated DVDs based on member preferences and rental frequency.

Interactive 2D Graphics Editor (C++)

- Designed and implemented a user-friendly interface for drawing and editing graphics in a 2D environment.
- Integrated Eigen library to perform efficient vector and matrix operations for shape manipulation.
- Utilized **SDL2** to handle input events, providing a seamless user experience.

AWARDS

Yangya Scholarship for Female Students (2020): Scholarship for excellent female students (top 20%)

Excellent Student Award (2019): Award for excellent students (top 20%)

Guanghua Scholarship (2018): Scholarship for outstanding students (top 10%)