

# Haochuan Zhou

0474 554 657 | hz035@uowmail.edu.au

## EDUCATION

**University of Wollongong**

*Master of Computer Science*

- Average High Distinction

Wollongong, AU

07/2023 - Current

**Jiangxi University of Finance and Economics**

*Bachelor of Economics*

Nanchang, CN

09/2014 - 07/2018

## PROFESSIONAL EXPERIENCE

**I Ching Walkers Australia Pty Ltd**

*Software Engineering Intern | Onsite*

Sydney, AU

12/2023 - 03/2024

- Assisted in Enhancing AI character interactions through prompt engineering, resulting in more engaging personality and improved response quality.
- Assisted in integrating DALL-E3 model for text-to-image generation functionality, enhancing the app's capabilities.
- Assisted in GPT-3.5 turbo model fine-tuning and API integration, including dataset conversion and testing for model development.

## ACTIVITY

**NDC Sydney Crew 2024**

*Volunteer Crew Member*

Sydney, AU

02/2024

- Supported various aspects of the conference, potentially including registration, session management, speaker assistance.
- Engaged with industry leaders and developers, expanding professional network and staying current with the latest trends in software development.

## PROJECTS

**Assessment Scheduler | NodeJS, AWS, OAuth2.0**

- A Chrome extension that automatically parses assessment tasks from UOW subject outlines and synchronizes them with Microsoft Todo App.
- Implemented GPT-4 integration using Lambda functions and API Gateway for subject outline parsing and information extraction.
- Designed and implemented OAuth 2.0 authentication flow using Microsoft Authentication Library.

**3D Snake Game | React.js, Three.js**

- A 3D Snake game implementing object-oriented programming principles for modular architecture and scalable feature development.
- Built responsive UI with React, managing global game states through custom hooks.
- Implemented 3D game logic and rendering using Three.js, including scene management, entity systems, and collision detection.

## ***CERTIFICATES & SHORT COURSES***

---

**Code in Place** | *Stanford University*

04/2023 - 06/2023

- Understood Python by controlling the Karel robot.
- Acquired console programming and Python animation skills.

**JS Algorithms and Data Structures** | *freeCodeCamp*

09/2022

- Learned JavaScript fundamentals and applied object-oriented and functional programming techniques.

## ***KEY SKILLS***

---

### **Technical Skill**

- Frontend: TypeScript, JavaScript, HTML/CSS
- Backend: Python, PHP
- Frameworks: NodeJS, React.js
- Developer Tools: Git & GitHub, Docker, AWS, WordPress, Jira

### **Language**

- English, Mandarin, Cantonese