

XIAOHAN ZOU

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EDUCATION

- Boston University**, Massachusetts, USA 09/2021 – 06/2023 (Expected)
M.S. in Computer Science
- Tongji University**, Shanghai, China 09/2016 – 07/2020
B.Eng in Software Engineering

PUBLICATIONS AND SUBMITTED MANUSCRIPTS

- **Xiaohan Zou**, Cheng Lin, Yinjia Zhang, and Qinpei Zhao. "To be an Artist: Automatic Generation on Food Image Aesthetic Captioning", **ICTAI 2020** (Acceptance Rate: 25%, **Oral Presentation**) [[Paper](#)] [[Code](#)]

PROJECTS

- Food Image Aesthetic Captioning**, Tongji University, [Link](#) 04/2020 – 06/2020
- Proposed a novel framework consisting of a single-attribute captioning module and an unsupervised text summarization module for generating aesthetic captions for food images, **published in ICTAI**
 - Designed a data filtering strategy inspired by TF-IDF method for building a [dataset](#) for this new task
 - Designed two new evaluation criteria to assess the novelty and diversity of the generated captions
 - Outperformed baselines and existed methods substantially in terms of diversity, novelty and coherence
- Fault Diagnosis for Microservice Architectures**, Tongji University 09/2018 – 01/2019
- Represented the microservices of a cloud platform and the causal relationships between them by a Bayesian network against the observed performance metrics dynamically using PC algorithm
 - Identified the culprit microservices when an anomaly occurred using random walk
 - Outperformed traditional approaches with 6.56% accuracy improvement, without knowing the calling graph
- Semi-Supervised Machine Translation**, Peking University 07/2018 – 08/2018
- Utilized the structure duality to boost the learning of two dual tasks based on shared hidden space
 - Designed two denoising auto-encoders consisting of encoders and decoders of two traditional Seq2Seq neural machine translators to make use of unpaired data
 - Outperformed strong baselines by 1.0 - 2.9 BLEU on IWSLT'15 and WMT'14 dataset

PROFESSIONAL EXPERIENCE

- Software Engineer Intern**, Acoustic-Optic-Electronic Co., LTD. of China Electronics Technology Group Corporation, Chongqing, China 10/2020 – 06/2021
- Participated in building a security visualization system for Sanxingdui using Cesium and Vue, responsible for displaying 3D models and visualizing sensor data
 - Wrote scripts to label ancient handwritten characters and generate OCR training files automatically
- Game Engineer Intern**, Banana Interactive, Shanghai, China 10/2019 – 05/2020
- Involved in the development of 3 H5 games, completed the first release version of a H5 game independently
 - Ported a game packaging and deployment tool from Windows to Linux and macOS

AWARDS AND HONORS

- Bronze**, China Collegiate Programming Contest (CCPC) 2018
- Second Prize**, China Mathematical Contest in Modeling (CUMCM) 2017, 2018

SKILLS

Programming Languages: Python, JavaScript, HTML/CSS, C/C++, Java, MATLAB
Tools and Frameworks: Git, PyTorch, Keras, Linux, Vue, React, Django, \LaTeX
Languages: Chinese (native), English (proficient, TOEFL: 106, GRE: 322)