ZHANG Jiayuan

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	Education	
University of Electronic Science and Technology of China		Chengdu, China
BA in Communication Engineering. GPA 3.94. Top 5%.		Sep 2022 – Jun 2026
Awards: University Scholarship, UESTC (10%)		2023 & 2024
Academic Excellence Award, Glasgow College, UESTC (10%)		2023 & 2024
Watt Innovation Scholarship, Glasgow College, UESTC (15%)		2023
University of Glasgow		Glasgow, UK
Joint Degree. BA in Communication Engineering. GPA 3.94.		Sep 2022 – Jun 2026
	Self-preparatory Courses	
UC Berkeley CS61A	Completed key Python programming concepts and advanced course projects.	
Structure and Interpretation	Developed a Hog game with rules like Sow Sad, Hefty Hogs, and Hog Pile.	
of Computer Programs	Gained foundational Python skills, enabling progress to advanced ML/DL courses.	
Stanford CS229 Machine Learning (Graduate course)	Completed 8/20 chapters, focusing on topics like SVM, logistic regression, and regularization.	
	Finished all theoretical and programming assignments, including SVM and Gaussian discriminant analysis.	
	 Acquired practical experience with model sele analysis through Python projects. 	ection, regularization, and error
Dive into Deep Learning by	Studied topics like CNNs, RNNs, Transformers, and optimization algorithms.	
Li Mu	Gained hands-on experience building and optimizing deep learning models,	
	including modern networks and attention me	
University of Michigan EECS498 Deep Learning for	Focused on advanced computer vision topics like object detection and segmentation.	
Computer Vision	Worked with state-of-the-art architectures such as R-CNN and YOLO.	
	Applied modern methods in projects involving real-time object detection and image segmentation.	
	AI Research at the Brain & Intelligence La Supervisor: Prof. Gu Shi	ab

Denoising Spiking Neural Network Independent researcher

- Focused on the denoising performance of SNNs, I proposed a pooling layer technique that allows the network to filter out most of the noise.
- Together with temporally efficient training, the newly designed network achieved higher performance, reaching 98% accuracy in the binary classification of augmented 'arm clockwise' and 'arm anti-clockwise' categories on the DVS-CIFAR10 dataset, reaching SOTA accuracy in such binary classification.

Feb 2024 - Apr 2024

• However, the scalability of this technique is limited; it does not work well with larger datasets. Nonetheless, I gained valuable experience in this project.

Investigation into Basic Components of Neural Networks

Independent researcher

- After encountering challenges in a previous project, I focused on deepening my understanding of key neural network components such as Batch Normalization layers, Pooling layers, and Residual connections.
- Explored various approaches to explaining Deep Learning through research papers, covering topics like correlation, mutual information, internal covariance shift, and network degradation.
- Documented my findings and insights in a <u>blog</u>, contributing to the discussion on neural network interpretability.

Kaggle Playground Competitions

Independent researcher

- Participated in multiple Kaggle Playground competitions, tackling practical problems in tabular data, classification, regression, and natural language processing (NLP).
- Leveraged these opportunities to apply newly acquired skills, including XGBoost, self-attention, R-CNN, and BERT, across various real-world datasets.
- Consistently achieved performance similar to SOTA submissions.

Leadership & Activities

Football Club, Glasgow College

Vice President

- Led the organization and execution of training programs for new members of the department football team, ensuring they adapted quickly to the team's strategies and dynamics.
- Assisted in developing team tactics and acted as a mentor to junior members, guiding both technical skills and sportsmanship.
- Served as vice-captain during matches, playing a key role in decision-making on the field, boosting team morale, and fostering collaboration among teammates.
- Coordinated team activities and logistics for tournaments, helping to improve overall team performance and cohesion.

Watt Honor Class

Class Team Leader

- Organized guest lectures featuring distinguished experts to share insights with junior students, resulting in positive feedback and inspiring many students to pursue advanced studies and research opportunities.
- Delivered personal lectures on research methodologies and academic study strategies, providing meaningful guidance that helped students improve their learning efficiency and research skills.
- Coordinated outdoor activities to foster team spirit and collaboration among members, strengthen friendships, and create a supportive class environment.
- Hosted an AI Demystification Workshop, demonstrating the inner workings of AI through live coding sessions, which enhanced participants' understanding of AI and sparked greater interest in the field.
- Provided one-on-one guidance, addressing research-related questions from students after the workshops, offering personalized support that clarified concepts and encouraged further academic exploration.

6-hour Amusing Soul Fansub

Leader

- Led and supported a team of dedicated members in creating high-quality subtitles for popular English videos, ensuring both linguistic accuracy and cultural relevance.
- Provided guidance and linguistic support to team members struggling with post-listening interpretation, helping to enhance the overall quality of the subtitles produced.

Feb 2024 - Apr 2024

UESTC Sep 2023 – Sep 2024

UESTC Sep 2023 – Ongoing

UESTC Sep 2023 – Sep 2024

- Facilitated team collaboration and motivated members through challenging projects, fostering a positive working environment.
- Contributed to the growth of the fansub's Bilibili account, which now boasts over 20k followers, thanks to the consistent efforts of current and former team members.

Skills & Interests

Technical: Proficient in Python related to deep learning (*Pytorch, numpy etc.*); Familiar with basic Linux and git commands.

Language: I scored 8.0 in IELTS, demonstrating a full capability to overcome language barriers in academic settings. **Interests:** Computer Vision, 3D Computer Vision, Reinforcement Learning, Deep Learning.