



Zonghai Zeng

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Address

Meßdorfer Str. 12, 53121 Bonn

Skills

C++, Java, Android,
MATLAB, Python, Lua,
Jenkins, ZooKeeper,
MongoDB, MySQL,
Full-Stack development

Hobbies

Football, Swimming, Hiking

Education

Nankai University, Bachelor
Automation
August, 2012 ~ July, 2016

Zhejiang University, Master
AI of Electric Engineering
September, 2020 ~ June, 2024

Experience

Zhejiang University, Master (09.2020~06.2024)

Major: AI of Electric Engineering

Skills: Python, C++, QT, Java

- Developed an AI-enhanced in-vivo fluorescence microscopy imaging system, which enables two-photon imaging at 900 μm below cerebral cortex, a feat not achieved by other research teams.

Netease Interactive Entertainment (09.2019~05.2020)

Title: Senior Game Developer

Projects: overseas mobile game 《Cyber Hunter》

Skills: Python, C++, MongoDB

- Developed an anti-cheating system, which decreased in-game cheat reports by 90%.
- Responsible for developing gameplay modules related to holiday events, only 20% of the bug reports compared to those of my colleagues.

YOOZOO Interactive CO., LTD. (07.2016~09.2019)

Title: Backend C++ Developer

Projects: web game 《The Graver Robbers' Chronicles》, 《A Heart Divided》, mobile game 《Time Raiders》, 《Era of Celestials》 overseas version

Skills : C++, Lua, MySQL

- Two games achieved the goal of monthly revenue exceeding 100 million yuan.
- Responsible for the logical development of gameplay, skill, combat and task modules.
- Introduced ZooKeeper for server configuration management, completed the design and development of cross-server gameplay.
- mentored an Outstanding Newcomer of the Year.

Nankai University, Bachelor (09.2012~06.2016)

Major: Automation

Skills: C++, MATLAB, Android

- Developed experimental equipment for mouse behavior research based on microcontroller and MATLAB, significantly improving the efficiency of behavioral studies and the quality of data.