

JUNTAO ZHAO

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Department of Computer Science
The University of Hong Kong

EDUCATION

Ph.D. Student The University of Hong Kong 01/2022 - 12/2025

- Dept. Computer Science and Engineering

B.S. The Chinese University of Hong Kong, Shenzhen 09/2017 - 05/2021

- Major in Computer Science and Engineering
- First Class Honour. Average Score 3.7/4, Rank 7/128 (top 5%)

B.S. Exchange Student National University of Singapore 01/2021 - 05/2021

- Computer Security / Interaction Design for Virtual and Augmented Reality / Graduation Design (AI + HPC)

PUBLICATION

- **Juntao Zhao**, Borui Wan, Chuan Wu, Yanghua Peng, Haibin Lin. (poster)LLM-PQ: Serving LLM on Heterogeneous Clusters with Phase-Aware Partition and Adaptive Quantization. (29th ACM SIGPLAN Annual Symposium on Principles and Practice of Parallel Programming, 2024 (PPoPP '24))
- **Juntao Zhao**, Borui Wan, Chuan Wu, etc. QSync: Quantization-Minimized Synchronous Distributed Training Across Hybrid Devices. (38th IEEE International Parallel & Distributed Processing Symposium, 2024 (IPDPS '24))
- Hanpeng Hu, Junwei Su, **Juntao Zhao**, Yanghua Peng, Yibo Zhu, Haibin Lin, Chuan Wu. CDMPP: A Device-Model Agnostic Framework for Latency Prediction of Tensor Programs. (European Conference on Computer Systems, 2024 (EuroSys '24))
- Borui Wan, **Juntao Zhao**, Chuan Wu. 2023. Adaptive Message Quantization and Parallelization for Distributed Full-graph GNN Training. (Proceedings of Machine Learning and Systems, 2023 (Mlsys '23))
- **Juntao Zhao**, Yuanfang Chi, Zehua Wang, Victor C.M. Leung, and Wei Cai. 2020. CloudArcade: A Blockchain Empowered Cloud Gaming System. (2nd ACM International Symposium on Blockchain and Secure Critical Infrastructure (BSCI '20))
- SiZheng Fan, **Juntao Zhao**, Rong Zhao, ZeHua Wang and Wei Cai. 2022. CryptoArcade: A Cloud Gaming System with Blockchain-based Token Economy. (IEEE Transactions on Cloud Computing, 2022)
- Yu Chen, Tian Min, **Juntao Zhao**, and Wei Cai. 2022. Synchronization in games sound: an audiovisual study on player experience and performance. (GameSys'22)

OTHER RESEARCH EXPERIENCES

Unmanned Ground Vehicle & Unmanned Aerial Vehicle Research Project, The Chinese University of Hong Kong, Shenzhen

Laboratory of Sensing and Communication for Smart City, Prof. Simon Pun 12/2017 - 11/2018

- Constructed real-time car-drone signal telecommunication and implemented heuristic, CVX control route planning methods algorithm.
- Improved the accuracy by dealing distortion with snapshot combination and matrix projection.

Awards

- Outstanding Graduate Award 2021
- National Mathematical Contest In Modeling of China: National Second Prize 2019
- Mathematical Contest In Modeling: Honorable Winner 2019
- SSE & SDS Academic Scholarship Recipient, The Chinese University of Hong Kong, Shenzhen 2019
- Dean List, The Chinese University of Hong Kong, Shenzhen 2018 - 2020
- Undergraduate Student Research Scholarship, The Chinese University of Hong Kong, Shenzhen 2018 - 2020
- Muse College Master's List Scholarship: Whole-person Development Star, The Chinese University of Hong Kong, Shenzhen 2020

- Second-Class price of National College Wechat Miniapp Development Competition, South China 2018

Internship Experience

Research Intern, ByteDance Co. Ltd., Beijing

Applied Machine Learning AML

09/2021 - 09/2023

- Tool-Dev and research for the quantization related system.

Front-End Developer, Tencent Technology (Shenzhen) Co. Ltd., Shenzhen

Vulnerability Scanning service, Threat Intelligence Cloud Services, Tencent Cloud

09/2020 - 11/2020

- Designed a new overview page for the vulnerability scanning service.
- Implemented the manager system for data aggregation and operation.

Full-Stack Developer, Big Data Institution, Shenzhen

Laweb, Jianjun Zhou

06/2018 - 08/2018

- Implemented the WeChat mini-app CUHKSZHEATMAP.
- The product was a huge success and widely reported by media

SELECTED COURSE PROJECT

Virtual Reality and Augmented Reality

Cooking Master Simulator

04/2021

- A VR interactive game simulates the kitchen. Demo video: [Link](#)
- Earned a third price in the NUS Step semester final project demonstration.

EXTRACURRICULAR ACTIVITIES

- Certificate of Completion, CCF-Tencent 07/2020 - 08/2020
- Game: Shadow Tiker. Game Jam Competition, lilithgames 07/2020 - 08/2020
- Game: TransHome, (Click to Play), Global Game Jam 01/2019
- President of Computer and Comity 09/2018 - 06/2019
- Co-Founder of Polaris Studio 06/2018

SKILLS

Computer Skills

C/C++, Javascript, Python, MATLAB, Java, R, SQL

HCI Related Skills

Web Design/Development (React/Vue), Game Development(Unity, C3), VR/AR

Languages

Chinese (Native), English (Fluent, Toefl-101)

Interest

Singing, Game Design, Sketching, Hosting