

ADRIAN ZHU CHOU

adrianzhu2013@gmail.com | +1 (858) 568-1275 | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

SKILLS

- Python, Java, JavaScript, HTML5, CSS, Figma

EDUCATION

UNIVERSITY OF CALIFORNIA SAN DIEGO

Expected June 2025

Bachelor of Science in Cognitive Science with a Specialization in Machine Learning and Neural Computation

- GPA: 3.60

PROJECTS

Spaceship Game (HTML5, JavaScript)

- Developed an interactive spaceship arcade game using HTML5 and JavaScript, leveraging advanced programming techniques to enable dynamic animations, collision detection, and real-time gameplay across various devices.
- Architected game mechanics and physics to simulate challenging scenarios, including asteroid movements and laser interactions, enhanced by multi-life system and blinking invulnerability, leading to a highly engaging user experience.
- Designed and integrated a robust scoring system with live updates and high score records, complemented by a suite of synchronized audio effects for in-game actions, achieving a cohesive and immersive audio-visual environment.

Predictive Analytics on Diabetes Risk and Pregnancies (Python, Jupyter Notebook)

- Initiated a Python-based study on pregnancy and Type-II diabetes correlations among Pima Indian women, employing predictive analytics on Kaggle datasets.
- Conducted advanced data preprocessing and analysis using logistics regression and SVM, culminating in impactful data visualizations that underscored key health trends.
- Provided crucial insights on public health by linking pregnancies with Type-II diabetes risks, influencing potential medical interventions and health policy planning.

Green Travel (Figma, Construct 3)

- Leveraged Figma to innovate the user interface of the Green Travel game, personally crafting a design that balances aesthetics appeal with environmental education.
- Transformed design concepts into operational game elements in Construct 3, individually coding and debugging to enhance gameplay fluidity and user interaction.
- Pioneered a data-oriented game design strategy, independently analyzing user feedback to evolve Green Travel into an engaging tool for promoting sustainable commuting practices.

Makerspace Kiosk (Figma, Inkscape)

- Developed a user-friendly Figma prototype for a makerspace kiosk, enhancing navigation and access to 3D printers and laser cutters.
- Led usability research to streamline the makerspace experience, culminating in an interactive kiosk design that facilitated equipment learning and usage.
- Utilized Inkscape to design physical kiosk, successfully integrating digital and physical interfaces to inspire and support makerspace creativity.