

# ADRIAN ZHU CHOU

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## ABOUT ME

Recent Cognitive Science graduate with a Specialization in Design and Interaction. Proficient in HTML, CSS, JavaScript, eager to bring creativity and fresh insights to dynamic web projects. Ready to contribute and elevate your team's web development endeavors.

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## SKILLS

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

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## EDUCATION

### UNIVERSITY OF CALIFORNIA SAN DIEGO

**Bachelor of Science in Cognitive Science with a Specialization in Design and Interaction**

**Expected June 2024**

- GPA: 3.56

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## 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.