**ADRIAN ZHU CHOU**

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**SKILLS**

**Programming Languages:** Python, Java

**Data Analysis Tools:** Jupyter Notebook, Matplotlib

**Machine Learning Libraries:** Pandas, NumPy

**Web Development:** JavaScript, HTML5, CSS

**Design Tools:** Figma, Inkscape, Construct 3

**EDUCATION**

**UNIVERSITY OF CALIFORNIA SAN DIEGO**

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

* Expected Graduation: June 2025
* GPA: 3.60

**PROJECTS**

[**Predictive Analytics on Diabetes Risk and Pregnancies**](https://github.com/AdrianZC/PROJECTS/tree/main/COGS%20108%20Project)(Python, Jupyter Notebook)

*Data Analyst*

* Conducted a predictive analysis to examine the correlation between pregnancy and Type-II diabetes among Pima Indian women.
* Cleaned and preprocessed data using Python libraries (pandas, NumPy) and developed predictive models (logistic regression, SVM), to identify correlations.
* Created visualizations with matplotlib to communicate trends, leading to potential health policy insights. Improved model accuracy through iterative tuning and feature selection, effectively highlighting trends relevant to medical interventions.

[**Spaceship Game**](https://github.com/AdrianZC/PROJECTS/tree/main/Spaceship%20Game)(HTML5, JavaScript)

* Developed an interactive game using JavaScript for physics simulations, including asteroid and laser interactions based on real-time data inputs.
* Built a scoring system with dynamic updates, analyzing player feedback to enhance the gameplay experience and improve engagement.
* Integrated multiple audio-visual effects to enhance engagement, creating a cohesive gameplay experience.

[**Green Travel**](https://drive.google.com/drive/folders/1WOakPYJwfdW2hew5idrnwgNps7H3Nk8M?usp=drive_link)(Figma, Construct 3)

* Designed and implemented an education game interface, balancing UX design with data-informed decisions.
* Gathered and analyzed user feedback to refine design, resulting in noticeable improvements to user retention and interaction time.
* Incorporated iterative feedback into gameplay, using qualitative insights to make the game more engaging and aligned with educational objectives.