

# ZHU, WENXUAN (JACK)

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Education	<ul style="list-style-type: none"><li>● <b>College of Engineering, University of Michigan</b>   2019.9 - present  <ul style="list-style-type: none"><li>○ Ann Arbor, MI</li><li>○ Majoring in Computer Science and Engineering (CSE) <b>GPA: 3.80</b></li></ul></li><li>● <b>Univ. of Michigan - Shanghai Jiao Tong Univ. Joint Institute</b>   2017.9 - 2019.8  <ul style="list-style-type: none"><li>○ Shanghai, China</li><li>○ Majoring in Electrical and Computer Engineering (ECE) <b>GPA: 3.51</b></li></ul></li></ul>
Experiences & Activities	<ul style="list-style-type: none"><li>● <b>DPM Laboratory, UMich, Research Assistant</b>   2020.5 - present  <ul style="list-style-type: none"><li>○ Building a digital twin model for construction site robots in Unity Engine<ul style="list-style-type: none"><li>– Applying reinforcement learning and optimizing to varying environment</li><li>– Implementing and remotely testing a VR interface for UX experiments</li></ul></li><li>○ Deploying an ergonomic assessment system to client company<ul style="list-style-type: none"><li>– Managing a large unfamiliar project, including an iOS app and its backend</li></ul></li></ul></li><li>● <b>FriendsMind, Software Engineer</b>   2019.10 - present  <ul style="list-style-type: none"><li>○ Developing a fangame with a passionate team formed online<ul style="list-style-type: none"><li>– Designing mechanics and scripting for its interface and with JavaScript</li><li>– Instructing and supporting designers without technical backgrounds</li></ul></li></ul></li><li>● <b>UMich Programming Team, Student Member</b>   2019.9 - present  <ul style="list-style-type: none"><li>○ Active in competitive programming contest as qualified representative of UMich</li></ul></li></ul>
Honors & Awards	<ul style="list-style-type: none"><li>● <b>“Meritorious Winner” in Mathematical Contest of Modeling 2020</b>   2020.5  <ul style="list-style-type: none"><li>○ Inspire the team with creative data manipulation and visualization</li></ul></li><li>● <b>4th place in Wolverine Game Showcase, Winter 2020</b>   2020.4  <ul style="list-style-type: none"><li>○ Leading a team of 5 on an 7-week game-dev project, initiating design iterations</li><li>○ Maintaining codebase and integrating team members’ progress</li></ul></li><li>● <b>Reached Semifinal in the 5th China College Students’ “Internet+” Innovation and Entrepreneurship Competition, Shanghai</b>   2019.5  <ul style="list-style-type: none"><li>○ Developing demo and supporting teammates majoring in sociology technically</li></ul></li><li>● <b>“Best Innovation Award” in UMJI 2018 Summer Design Expo</b>   2018.8  <ul style="list-style-type: none"><li>○ Managing progress and conducting presentation and documentation</li></ul></li></ul>
Computer Skills	<ul style="list-style-type: none"><li>● <b>Programming:</b> C, C++, C#, CUDA, Java, JS, Matlab, Python, SQL, GLSL</li><li>● <b>Multimedia:</b> Adobe Ae/Ai/Au/Pr/Ps, Studio One, Blender, Unity</li><li>● <b>Presentation:</b> MS PowerPoint, Prezi</li><li>● <b>Miscellaneous:</b> Bash, Git, LaTeX, MS Word, VSCode</li></ul>
Interests & Special Skills	<ul style="list-style-type: none"><li>● Passion in optimizing workflows and designing user experience creatively.</li><li>● Patience and attention to details in collaborative programming tasks.</li><li>● Harmonica, guitar, illustration. Video creator on social media with 16k+ total views.</li></ul>