

DAVID ZOU

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Portfolio: <https://CBTTHH.github.io>

EDUCATION

B.S. in Computer Science

University of Florida — Gainesville, Florida

- Relevant Coursework: Calculus II, Programming Fundamentals (COP3502C)
 - GPA: 3.85 / 4.0
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TECHNICAL SKILLS

- **Languages:** Python (proficient), C++ (fundamentals), HTML (basic)
 - **Concepts:** Data Structures & Algorithms, OOP, Graph Traversal (BFS/DFS), Modular Architecture
 - **Tools & Technologies:** Git/GitHub, Threading
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PROJECTS

Minecraft Auto-Miner Bot (v2.0) — Python

- Refactored a monolithic automation script into a modular, system-oriented architecture
- Separated high-level systems from reusable low-level systems
- Designed the system for better testability, extensibility, and performance reasoning

GitHub: github.com/CBTTHH/Minecraft-AutoMiner-BOT

Minecraft Auto-Miner Bot (v1.0) — Python

- Built an automatic mining agent capable of navigating from surface to Y-level -58
- Implemented hazard detection for water, caves, and lava
- Applied rule-based decision logic inspired by graph traversal concepts for autonomous mining behavior

Video Explanation: <https://youtu.be/ldFy5w9tKBE>

Sudoku Game — Python

- Developed a fully playable Sudoku game with multiple difficulty levels
- Implemented game logic and puzzle generation
- Built a graphical interface with captivating visuals and background music

GitHub: github.com/CBTTHH/Sudoku---Final-Group-111

ADDITIONAL

- **Family Business** — Managed customer orders, payments, and logistics of two restaurants (2019 – 2025)
- **Math IA Counselor** — Guided IB students in their mathematical research projects (2025)
- **Languages:**
 - Spanish (native)
 - English (fluent)
 - Chinese (basic)