CINDY X. ZHANG

UC BERKELEY STUDENT

PERSONAL PROFILE

I'm currently a sophomore at UC Berkeley, majoring in computer science. I'm a quick learner, eager to explore various areas of CS, so I can determine whether I should start a career in industry or research. Outside of academics, one of my main hobbies is wushu (Chinese martial arts), and I'm an active member of Cal Wushu. I also love spontaneous adventures, trips to the beach, and playing music with friends.

SKILLS

Well-versed:
- Python
- Java
- React: HTML, CSS, JavaScript

Familiar:
- SQL
- Regex
- Scheme

Developing
- Objective-C

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cindyzhang977.github.io

EDUCATION

University of California, Berkeley | 2018 - 2022

Major: Computer Science GPA: 4.0

Technical Courses:
- CS61A: The Structure and Interpretation of Computer Programs
- CS61B: Data Structures
- Math 54: Linear Algebra and Differential Equations
- EE16A: Designing Information Devices and Systems I

In progress: Machine Structures (CS61C), Discrete Math and Probability (CS70)

EXPERIENCE

Dolby Laboratories | May - August 2019

Platform QA Internship
- Script in Python to generate output from research binaries and configuration files to verify video compression algorithm
- Integrate pytest in testing scripts to automate process
- Refactor and adapt scripts to be more user-friendly, versatile, and efficient

Berkeley CS61B Tutor | August 2019 - Present

Course Staff
- Teach a group of CS61B students 2x/week and run office hours 1x/week
- Develop worksheets to teach in sections
- Assist students with projects and labs
- Grade and proctor exams

PROJECTS

Expense
- React: HTML, CSS, Javascript
- Budgeting web application where users can manage their finances with features like logging transactions, setting spending limits/goals, and visualizing expense trends

Personal Website
- Pure HTML, CSS, JavaScript
- Portfolio coded from scratch
- Visit site at: cindyzhang977.github.io

2D Maze Game
- Java
- Used Weighted Quick Union data structure and Prim's Algorithm to create a 2D world with connected rooms and hallways
- Includes a torch feature, displaying a small radius of the world around the player with the rest of the world hidden

Blackjack Bot
- Python, React
- Built bots that hit/stayed according to a basic blackjack strategy or hit if the probability of losing is below a defined threshold
- Generated data from simulated games to test correct implementation of bots and visualize win rates dependent on strategy and starting cards
- Developed website as an interface to easily run simulations and view results

Virtual Reality Research
- Unity 3D, C#
- Hosted virtual humans in a virtual environment created using Unity 3D
- Tested whether voice or animations is more responsible for the human resemblance of virtual humans

AWARDS
- UC Berkeley Kraft Award (2019)
- Cal Leadership Award (2018)
- National Merit Scholar (2018)
- Wesley Marks Memorial Scholarship (2018)
- Chi Am Scholarship (2018)