



# 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 - Aug 2019

#### Platform QA Internship

- Script in Python to generate output from research binary 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 | Fall 2019 - Present

#### Course Staff

- Teach a group of CS61B students 2x/week
- Hold 1-on-1 tutoring sessions

### Berkeley CSM | Spring 2019 - Present

#### Computer Science Mentor

- Teach a group of CS61A students 1x/week
- Generate course material for exam review and weekly sessions

## 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

### Virtual Reality Research

- Unity 3D, C#
- Hosted virtual humans in a virtual environment created using Unity 3D software
- Tested which trait (voice or animations) is more responsible for human resemblance of virtual humans
- Conducted study with over 100 participants and showcased results in a research paper, poster, and presentation

## AWARDS

- UC Berkeley Kraft Award (2019)
- Cal Leadership Award (2018)
- National Merit Scholar (2018)
- Wesley Marks Memorial Scholarship (2018)
- Chi Am Scholarship (2018)
- Student Science Training Program Best Paper (2017)