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)