

Xiaohan Zhang

Software Engineer and Software Artist

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EXPERIENCE

Freelance, San Francisco – Senior Creative Technologist

Jan 2018 - PRESENT

Building web-based and physical experiences and installations for clients such as IBM, AKQA and Jam3. Working under tight deadlines and shifting requirements to deliver high polish.

Palantir Technologies, Palo Alto — Product Lead

Dec 2015 - Dec 2017

Technical Lead and Manager for a team of engineers on a data visualization service. Doing research on company needs to drive decisions for future product growth and direction. Mentoring and growing team's technical and execution skills.

Palantir Technologies, Palo Alto — Software Engineer

June 2014 - Dec 2015

Developed a WYSIWYG Web based editor for creating data-backed visualizations and analysis dashboards that became widely popular throughout Palantir. Using modern tools, engineering best practices, and an ownership mentality.

PROJECTS

Interactive digital art

2006 - PRESENT

I explore simulations of physics phenomena to generate real-time digital video and sound. This is presented online at www.hellochar.com, in physical installations with body and hand sensors, and as workshops and lectures. Viewers can influence with the system using mouse, keyboard, and touch.

EDUCATION

University of California, Berkeley — Bachelors of Science in Electrical Engineering and Computer Science

Graduated 2014

SKILLS

Modern web development –

React, Angular, Webpack, HTML5, Javascript, Typescript, CSS, SASS, HTML, Git.

Creative coding –

Processing, p5.js, three.js, Simulation techniques, Kinect, GLSL Shaders.

Project management –

feature scoping, prioritization, market research, delivering on time.

Python, Java, C++, Ruby, Scala

LANGUAGES

Fluent in English.

Conversational in Mandarin Chinese.