(Elliscope) Mingzhe Fang

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EDUCATION

University of Southern California, Viterbi School of Engineering Bachelor of Science, Computer Science

Expected Graduation May 2017

GPA 3.90

SKILLS

Programming Languages: Applications:

C++, Java, HTML/CSS, JavaScript,Qt Visual Studio, Matlab, GitHub, Adobe Photoshop

PROJECTS

StudyOn | Developer

Fall 2014

TrojanHack Hackathon | Los Angeles

- Conceptualized StudyOn as an instant study-group-creating WebApp
- Programmed the Front End of Webapp using HTML, CSS, JavaScript and Foundation Framework
- Assisted teammate on Back End data base construction using Parse Cloud Platform
- 2nd Place winner out of the 24 teams and over 100 participants

SCalendar | Designer and Back End Developer

Fall 2014

HackSC Hackathon | Los Angeles

- Designed a WebApp that reads in students' customized schedule from Google Calendar and analyze time distribution and peers' ranking
- · Programmed Back End data analysis functionality using Google Calendar API and OAuth

Cinelink | Co-Designer and Back End Developer

Fall 2014

Comcast NBCUniversal Hackathon | Universal City

- Co-Designed a WebApp that recommends movie based on feedbacks of people in one's social network
- Implemented movie keyword search count and ranking system using Twitter API and Spreadfast API

Monopoly Game | C++ Class Final Project

Spring 2014

- Created Monopoly game board using Adobe Photoshop and integrated customized game features in C++
- Designed and implemented Graphical User Interface using Qt

WORK EXPERIENCE

USC Information Laboratory Medical Mobility Data Analysis, Research Assistant

Summer 2014-Present

- Analyze patients' mobility data using Principal Component Analysis method
- Compute turning angle and moving speed using Matlab

USC Information Technology Services, Student Computer Consultant

Fall 2014-Present

- Answer over 30 phone calls daily to help students and professors troubleshoot computer problems
- Execute Bash commands to address accounts, email, and networking problems
- Collaborate with a team of 38 student workers on maintaining and updating IT troubleshooting website

COMPETITIONS

USC Boeing Case Competition

Spring 2014

- Evaluated existing aircraft data and co-designed an unmanned aircraft based on power and payload data
- Optimized plane component design and reduced overall cost by 20 percent in comparison with standard model
- Presented in front of over 20 Boeing engineers and 1st Place winner in the overall competition

HONORS&AWARDS

- USC Academic Achievements Award in USC 2013 fall semester
- 2013 Year USC Viterbi School Dean's list
- USC Dragon Boat Rookie of the Year