

Xiaohan Zhang

Software Engineer and Software Artist

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EXPERIENCE

hellochar.com, San Francisco — *Sole Proprietor*

Jan 2018 - PRESENT

Building real-time immersive interactive digital art experiences and installations. Showing work at exhibitions, galleries, and parties across the SF Bay Area and abroad, as well as online.

Palantir Technologies, Palo Alto — *Product Lead*

Dec 2015 - Aug 2016

Technical Lead for a team of four engineers on a data visualization service within a greater ecosystem. 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 2017

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

Web-based interactive art

2013 - PRESENT

Before going full-time I used hellochar.com and other domains as a personal website showcasing interactive web-based digital art. The work usually explored simulations of physics phenomena to generate real-time images and sound that any visitor could interact with using their mouse, keyboard, or by tapping.

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.