Xuanzhe Han

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Objective

A hard worker looking for internships to utilize the skills acquired in school to work on bigger projects and gain more experience. A responsible and independent person. A good collaborator and can lead when it is needed. Quick to adapt to changes and can handle pressure. I am good at finding resources and teaching myself the needed skills to accomplish a task if I initially lack the expertise. Ready to learn and contribute.

Education

- College: University of California, Los Angeles
 - Major: Computer Science | Expected Graduation June 2024
 - Cumulative GPA: 3.69 | Upper Division GPA: 3.76 | Dean's List
 - Relevant Course Work:
 - CS 31 and 32 (C++) | CS 33 (Computer Organization) | CS 35L (Software Construction) | CS 111 (Operating Systems) | CS 180 (Algorithm and Complexity) | CS 131 (Programming Languages) | STATS 100A (Introduction to Statistics)
 - In Progress Course Work: CS 130 (Software Engineering) | CS M51A (Logic Design of Digital Systems)
- High School: Blue Ridge School | St. George, VA

Skills

Proficient Languages: C++, Python.

Familiar Languages: Java, JavaScript, Scheme/LISP, OCaml, Bash, HTML.

3D Modeling in Autodesk Inventor and Fusion 360.

Bilingual: Fluent in Chinese.

Extracurricular Activities

- 3D4E 3D printing club webmaster and biomedical team lead
 - Maintain club website and lead a design team that work on biomedical projects.
- ACM Studio member
 - Have worked on several Unity Games
- Personal Projects: NAS server, MacroPad, OpenCV Gesture Volume Control...