

Xuanzhe “Mike” Han

Contact

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Objective

Detail-oriented computer science student with a strong foundation in computer algorithms and various programming languages. Seeking opportunities to work in a real-world environment. Eager to apply academic knowledge and further develop skills in software development and problem-solving.

Education

College: University of California, Los Angeles

2020-2024

Major: Computer Science

Cumulative GPA: 3.645

High school: Blue Ridge School

St. George, VA

Extracurricular Activities

3D4E Webmaster, Biomedical Team Lead, and Mechanical Keyboard Lead:

3D4E is a 3D printing club at UCLA. I maintain the club website and lead design groups that work on biomedical and mechanical keyboard projects.

ACM Studio Member:

ACM studio is a game development club. As a member, I have worked on several Unity Games

Skills

Proficient Languages: C++, Python

Familiar Languages: Java, JavaScript, Scheme/LISP, OCaml

Have experience with React and Front-end Web Development. Comfortable with HTML, CSS

3D Modeling in Autodesk Inventor/Fusion 360

Projects

ResuMatch:

A Chrome extension that allow users to upload their resumes and match the resumes with LinkedIn postings to give them a compatibility score and other relevant information about the job posting.

<https://github.com/HiccupHan/ResuMatch>

Trashinator3000:

A project made in 36 hours during a hardware hackathon. A smart grabber integrated with a Pokémon-GO style Unity game that marks the spots on a map where users picked up trash.

<https://devpost.com/software/trashinator3000>

Digimeet:

A React web application. The app allows users to interact with other people in a 2-D world by creating virtual meeting rooms that contain zoom links and sending messages in a global chat room.

<https://github.com/Fall-2021-CS-35L/fall2021-cs35l>

3D4E Website:

Visit the club website here: <https://3d4eatucla.github.io>

Other Projects: Raspberry Pi NAS, several Unity games, macro pad.

Relevant Course Work

CS 33 (Assembly Language)

CS 111 (Operating Systems)

CS 180 (Algorithm and Complexity)

CS 131 (Design and Use of Programming Languages)

CS 130 (Software Engineering)

CS 118 (Computer Network Fundamentals)

CS 181 (Introduction to Formal Languages and Automata Theory)

CS M151B (Computer Systems Architecture)

CS 161 (Artificial Intelligence)

In-Progress Course Work

CS 133 (Parallel and Distributed Computing)

CS 174A (Introduction to Computer Graphics)

CS M146 (Introduction to Machine Learning)