

# XU ZHANG

365 Western Drive Apt P, Santa Cruz, CA    [xzhang87@ucsc.edu](mailto:xzhang87@ucsc.edu) • (831) 295-0944

## EDUCATION

<b>UC, Santa Cruz</b>	Santa Cruz, CA
Master of Science in Computer Science	May 2016
<b>Taiyuan University of Technology</b>	Taiyuan, China
Bachelor of Engineering in Software Engineering	July 2009

## RELEVANT COURSEWORK

- |                                  |                            |
|----------------------------------|----------------------------|
| • Analysis of Algorithms         | Programming Languages      |
| • Principles of Database Systems | Human-Computer Interaction |

## TECHNICAL SKILLS

Programing Languages	:	Java, C#, SQL, some Swift, Scala, JavaScript, Haskell
Operating Systems	:	Linux, Mac OS, Windows
Database Systems	:	Oracle, SQLite, MS Access
Other Tools	:	Eclipse, Visual Studio, IntelliJ IDEA, Xcode, SVN, Git, VSS

## WORK EXPERIENCE

<b>Neusoft Corporation</b>	Shenyang, China
<i>Software Engineer</i>	July 2009-Mar. 2012

- Designed and developed the visual report design tool running on core system for more than 300 developers.
- Developed multiple modules for core system, including transaction system and storage management system.
- Designed core system database structure, wrote basic operation SQL for core system and modules.
- Analyzed and converted requirements into data module and performed feasibility analysis.
- Optimized the SQL efficiency of the core system, evaluated performance of core system.

<b>Neusoft Corporation</b>	Shenyang, China
<i>Software Engineer Intern</i>	Oct. 2008-July 2009

- Designed and developed efficient configuration tool for core system. Saved 25 work hours per day for developers.
- Tested the core system, tracked the bugs from bug report system and offered advice of modification.
- Trained customers to operate the system, communicated effectively with development teams.
- Designed and wrote commercial product operation manual published nationwide.

## PROJECTS

<b>Beacon3D on iOS (Swift) – UC, Santa Cruz</b>	Dec. 2014
<ul style="list-style-type: none"><li>• Used iOS Sprite Kit to build VR game to add the third dimension into real 2D world built by iBeacon hardware.</li><li>• Beacon3D allows multiple players connected by MPC and interacting with objects in the one and same VR world.</li></ul>	
<b>Database client UI (JavaScript, HTML)– UC, Santa Cruz</b>	Nov. 2014
<ul style="list-style-type: none"><li>• Created client UI for database, which is an implementation of the PRAWN algorithm on a MongoDB.</li><li>• Client can send and parse HTTP requests with server, test and visualize data returned by database server.</li></ul>	
<b>Fuzzy word search engine (C#, SQL) – UC, Santa Cruz</b>	Oct. 2014
<ul style="list-style-type: none"><li>• Designed word search engine to search the similar words in SQLite database fuzzily by analyzing key words.</li><li>• Users can get all similar words by one key word; users can configure the accuracy of the search engine.</li></ul>	
<b>QuickReport: visual report designer (C#, SQL) – Neusoft Corporation</b>	Mar 2012
<ul style="list-style-type: none"><li>• Designed visual report design tool, it covert UI &amp; Logic design into XML and generate report at the running time.</li><li>• QuickReport helps developers to increase report design efficiency by 700%, saved 2 million USD for company.</li></ul>	

## LINKS

GitHub: <https://github.com/laonawuli>