

# Andrew Zhou

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## Education

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**University of Michigan | Ann Arbor, MI**

**August 2018 - Present**

Major: Computer Science

GPA: 3.2 / 4.0

Coursework: Data Structures and Algorithms, Game Development, Computer Security, UI Development, Computer Organization, Discrete Math, Linear Algebra, Multivariable Calculus, Statistics, General Physics and Chemistry, Microprocessors and Toys, Technical Communications, British History

## Work Experience

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**JHU Center for Talented Youth | Residential Assistant | Lancaster, PA**

**June 2019 – August 2019**

- Created a community that encourages and supports intellectual curiosity, critical thinking, and emotional development
- Collaborated with other RAs in the creation and implementation of a new digital system for managing student activities program

## Projects

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**Python Price is Right (PyPIR) Discord Bot**

<https://github.com/kiptoke/pypir-bot>

A bot for Discord that allows server users to play the price guessing game from "The Price is Right" using prices scraped from Amazon product links. Made using Python 3.8, discord.py, requests, and BeautifulSoup 4.

**CryptoCompanion**

[www.cryptocompanion.com](http://www.cryptocompanion.com)

An educational website that teaches users various cryptography and cybersecurity techniques and methods. Won 2<sup>nd</sup> place in the Pennsylvania High School Computer Fair in the web design category. Made using HTML/CSS and the Bootstrap framework.

**WolverineSoft Game Jam Games**

<https://www.kiptoke.com/games.html>

Various small games made individually for 48-hour game jams hosted by WolverineSoft. *Ok*, *Zoomers*, *Re-Pair*, and *Danger Duck* was made in Godot and Inkscape. *Starship Slime* was made using Pico-8 and Lua.

**Desolation Place**

<https://wolverinesoft-studio.itch.io/desolation-place>

A Unity 3D first-person stealth horror game in which players must traverse through an abandoned castle, collecting memories of the past while avoiding monsters lurking throughout the remains. Over the summer of 2020, I remotely led a team to develop, implement, and iterate on the level design of the game.

## Additional Experience

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**WolverineSoft | Community Manager / Event Coordinator**

**May 2019 - Present**

- Organized and spoke at weekly discussions, workshops, and game jams focused on teaching game design and development
- Developed and implemented various creative code and design solutions given limited development environments and constraints
- Promoted a positive and accepting organization environment to encourage growth of diversity and talent

**WolverineSoft Studio | Level Design Pod Lead / Programmer and Designer**

**Jan 2020 - Present**

- Led an 8-person team of programmers, artists, designers, and sound designers to create and implement novel and creative levels for the player to explore
- Supervised team productivity and assigned tasks using an agile task workflow in Jira
- Designed and integrated level and UI designs in Unity and C#

## Skills

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**Programming Languages:** Python, C++, HTML/CSS, Java, MATLAB, C#, Visual Basic, Markdown, LaTeX

**Software and Tools:** Git, Audacity, Inkscape, Jira, Confluence, Discord, Godot, Unity, Visual Studio, Microsoft Office

**Additional Skills:** Public speaking, music performance, leadership and management