

Andrew Zhou

119 Grandview Blvd, Wyomissing PA 19609 | 484-772-6028 | andzhou@umich.edu | kiptoke.com

Education

University of Michigan | Ann Arbor, MI

August 2018 – Present (Projected Graduation December 2021)

Major: Computer Science

GPA: 3.3 / 4.0

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

Work Experience

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

June 2019 – August 2019

- Worked from 11 AM – 9 PM with students and residents from age 12-16 as well as collaborating with fellow RAs on implementing and running student programs
- Created a community that encourages and supports intellectual curiosity, critical thinking, and emotional development
- Assisted in implementation of a new digital system for managing student activities

Projects

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

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

Troubled Waters

<https://kiptoke.itch.io/troubled-waters>

A Unity 2D top-down shooter adventure game where players take control of a ship and set sail - fighting pirates, managing your crew, and exploring islands during the Golden Age of Piracy. As a part of this team, I was the lead and sole designer, musician, and artist for the entirety of this game's three month development period.

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

WolverineSoft | Community Manager

May 2019 - Present

- Organized and spoke at weekly discussions, workshops, and game jams focused on teaching game design and development
- Promoted a positive and accepting organization environment to encourage growth of diversity and talent

WolverineSoft Studio | Level Design Pod Lead / UI 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

Programming Languages: Python, C++, HTML/CSS, JavaScript (jQuery, Vue), Java, C#, Visual Basic, MATLAB

Software and Tools: Git, Audacity, Photoshop/Illustrator, Jira, Confluence, Discord, Unity, Microsoft Office, Kali Linux

Additional Skills: Public speaking, Graphic/Audio design, music performance, leadership and management