# Andrew Zhou

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## 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, Web Systems, Game Development, Computer Security, UI Development, Software Engineering, Human-Centered Software Design, Computer Organization, Discrete Math, Linear Algebra, Multivariable Calculus, Statistics, Physics, Chemistry, Technical Communications, British History

## Work Experience

**OneTrust | Front End/User Interface Developer Intern | Atlanta, GA**　　　　　　　May 2021 – July 2021
- Deployed production-level features for admin portal used to adjust cookie compliance settings for major websites using Angular and Typescript
- Practiced test-driven development by creating end to end testing for new and existing code using Karma, Selenium, and Cucumber
- Engaged with an international team, ranging from all across the United States, India, and South America

**Nochi Studios | Programming Intern | Ann Arbor, MI**　　　　　　　February 2021 – May 2021
- Designed game software in Unity as part of a 3-person development team for a mobile game start-up
- Developed store, social media, and inventory user interfaces to be clean, efficient, and accessible
- Assisted in user testing and interviewing for improving the user interface and experience

## 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.

**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 a five person team, I was the lead and sole designer, musician, and artist for the entirety of this game's three month development period.

## 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
- Managed and moderated community chat rooms and events, ensuring the safety and security of participants and users

**WolverineSoft Studio | Level Design Pod Lead / UI Programmer and Designer**　　　　　　　January 2020 – August 2020
- 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
- Produced and integrated level and UI designs in Unity and C#

## Skills

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

**Software and Tools:** *Git, Visual Studio, Atlassian Suite, Audacity, Photoshop, Illustrator, Unity, Figma, Kali Linux*

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