

Billy (Yichi) Zhang

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

UNDERGRADUATE

B.A. IN COMPUTER SCIENCE

Aug 2017 - Present | Berkeley, CA

GPA: 3.68

Major GPA: 3.80

PERSONAL INFO

Personal Page zyc.moe
GitHub [MCer4294967296](https://github.com/MCer4294967296)
LinkedIn [zyc.moe/linkedin](https://www.linkedin.com/in/zyc.moe/linkedin)
Telegram [@mcer4294967296](https://t.me/mcer4294967296)
Wechat [zyc65535](https://www.wechat.com/p/zyc65535)

COURSEWORK

UNDERGRADUATE

CS 162: Operating System

CS 161: Computer Security

CS 188: Artificial Intelligence

CS 170: Algorithms

CS 186: Databases

CS 168: The Internet

CS 70: Discrete Math

CS 9E: Productive Use of Unix/Linux

ECON 100B: Macroeconomics

SKILLS

- Linux
- Docker
- Kubernetes
- Python
- Java
- C/C++
- Shell
- Javascript
- GoLang
- C#
- RISC-V
- \LaTeX

AWARDS

99TH GLOBALLY

Google Hash Code
2019

SECOND PLACE

THE HACK Hackathon
2019

EXPERIENCE

KELDA INC. | SOFTWARE ENGINEERING INTERN

Aug 2019 - Dec 2019 | Berkeley, CA

- Worked on a Golang project that aimed to automate the process of code deployment onto a Kubernetes cluster for developers.
- Designed a system that combines log streams from multiple micro-services. Experimented different polling/interrupt strategies.

BIGGER LAB | SOFTWARE ENGINEERING INTERN

Jun 2019 - Aug 2019 | Shanghai, China

- Designed and implemented an internal platform for easy feedback management from ~20 teachers and ~200 students annually.
- Teachers and students submit feedback via online forms; the data is captured by the platform and supervisors can later view the feedback and send to relevant recipients via Wechat.
- Worked with Flask, MongoDB, Bootstrap, Javascript and HTML.

BIGGER LAB | TEACHER

Jul 2019 | Shanghai, China

- Worked as a Python instructor, lead an one-week introductory summer camp.
- Taught basic programming logic structures and paradigms.
- Helped students formulate and implement their own game ideas using pygame.

OPEN COMPUTING FACILITY (OCF) | VOLUNTEER ROOT STAFF

Oct 2018 - Present | Berkeley, CA

- OCF devotes to providing computing resources to Berkeley campus community.
- Migrated our free software mirrors server to a physical one with 10 GbE and doubled reliable storage. Experimented on multiple RAID configurations and maximized the performance. It now serves 1 PB of traffic per semester.
- Other frequent house-keepings include managing our virtual hosting configurations and hpc access.

CS 61A & CS 61C | ACADEMIC INTERN

Aug 2018 - Dec 2018 | Berkeley, CA

- Hosted weekly office hours and lab sessions to answer students' questions on homework, course contents, and general problem solving skills.

PROJECTS

CITY SURVIVOR Jun 2016 - Aug 2017 | Unity, C#

- A virtual reality, single-player, first-person shooter game.
- Uploaded to itch.io and boasted more than 800 downloads.

PUNCHLINE BOT Jan 2019 | Python

- Created a inline chat bot in Python for Telegram to hide the punchline of a joke.
- Tackled the problem of a punchline losing its effect in a situation where person **A** tells a joke to person **B** but **B** is not online.

CHART FLOWER Aug 2019 | Python, Docker, Kubernetes

- Developed a containerized code visualizer which shows the control flow of Python code.