

# Billy (Yichi) Zhang

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

#### UNDERGRADUATE

#### B.A. IN COMPUTER SCIENCE

Aug 2017 - Present | Berkeley, CA

Cum. GPA: 3.61

Major GPA: 3.80

## PERSONAL INFO

Personal Page <https://zyc.moe>  
GitHub [MCer4294967296](https://github.com/MCer4294967296)  
LinkedIn [Yichi Zhang](#)  
Telegram [@mcer4294967296](https://t.me/mcer4294967296)  
Wechat [zyc65535](#)

## COURSEWORK

### UNDERGRADUATE

CS 162: Operating System

CS 188: Artificial Intelligence

CS 170: Algorithms

CS 186: Databases

CS 70: Discrete Math

CS 61C: Machine Structure

CS 61B: Data Structures

CS 9E: Unix/Linux

ECON 100B: Macroeconomics

## SKILLS

- Linux, SysAdmin
- Docker
- Kubernetes
- Python
- Java
- C/C++
- Shell
- Javascript
- GoLang
- C#
- RISC-V
- $\text{\LaTeX}$

## AWARDS

### 99TH GLOBALLY

Google Hash Code  
2019

### SECOND PLACE

THE HACK Hackathon  
2019

## EXPERIENCE

### BIGGER LAB | SOFTWARE ENGINEERING INTERN

Jun 2019 - Aug 2019 | Shanghai, China

- Architected and implemented an internal platform for easy feedback management from ~20 teachers and ~200 students annually.
- Teachers and students submit feedback on Jinshuju, a Chinese counterpart of Google Forms; the data is captured by the platform and supervisors later view the feedback on the platform 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 affiliates.
- Migrated our Linux mirrors server from a virtual host to a physical one. It is now hosted in the campus datacenter with doubled storage and bandwidth.
- Other frequent house-keeping includes helping other student organizations setup their websites on our infrastructure and managing our LDAP entries so that students can use our limited-access resources upon request.

### 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.
- Topics of the two classes are "Structure and Interpretation of Computer Programs" and "Machine Structures", respectively.

### CYBERTECH | SOFTWARE ENGINEERING INTERN

Jul 2016 | Suzhou, China

- Worked on a GIS project that first pulls data about mobile population from government databases, and then processes and displays the data onto an interactive map.

## PROJECTS

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

- A single-player, virtual reality, first-person shooter game.
- Developed under the principles of Agile Development.
- 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 code visualizer which converts python code to flow charts to show the control logic.