

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](#)
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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
- \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

- Designed and built an internal platform for easy feedback management.
- Teachers submit feedback on Jinshuju, captured by the platform; supervisors view the feedback on the platform and send to students via Wechat.
- Learned Flask, 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 ideas up to Object-Oriented Programming.
- Helped students formulate and implement their own game ideas using pygame.

OPEN COMPUTING FACILITY (OCF) | VOLUNTEER STAFF

Oct 2018 - Present | Berkeley, CA

- OCF devotes to providing computing resources to Berkeley affiliates.
- I helped student organizations setup their websites on our infrastructure.
- Other house-keeping I do include managing our LDAP entries so that students, upon request, can use our limited-access HPC service.

CS 61A AND CS 61C | ACADEMIC INTERN

Aug 2018 - Dec 2018 | Berkeley, CA

- They are computer science introduction courses. The topics are "Structure and Interpretation of Computer Programs" and "Machine Structures", respectively.
- Hosted weekly office hours and lab sessions to answer students' questions on homework, course contents, and general problem solving skills.

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 a map.

PROJECTS

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

- A single-player, virtual reality, first-person shooter game.
- Used the techniques of Agile Development.
- Posted on itch.io and boasted around 900 downloads.

PUNCHLINE BOT Jan 2019 | Python

- A chat bot on Telegram to hide the punchline of a joke.
- To tackle 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.
- Utilized the Python wrapper for Telegram's official API.

CHART FLOWER Aug 2019 | Python, Docker, Kubernetes

- Converts python codes to flow charts using Graphviz.