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	zyc.moe
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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: 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

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.
- The two classes are the first and third introductory CS courses.

CYBERTECH | Software Engineering Intern

Jul 2016 | Suzhou, China

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

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 it 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.