

# Billy (Yichi) Zhang

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

#### UNDERGRADUATE

#### B.A. IN COMPUTER SCIENCE

Aug 2017 - Present | Berkeley, CA

GPA: 3.64

Major GPA: 3.80

## PERSONAL INFO

Personal Page [zyc.moe](http://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 262: Graduate-level OS

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

## AWARDS

### 99TH GLOBALLY

Google Hash Code  
2019

### SECOND PLACE

THE HACK Hackathon  
2019

## EXPERIENCE

### FHL VIVE CENTER | SOFTWARE RESEARCHER

Aug 2020 - Now | Berkeley, CA

- Took part in the ATLAS project, which lets people modify a mesh consisting of different pieces (planes and objects), and annotate the different parts.
- Worked closely with Qt5. Fixed bugs and led the team for a code restructure.

### 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.

## PROJECTS

### GOMOKU.IO Jul 2020 - Aug 2020 | C++, Python, JS, WebSocket

- A website that one can visit and play gomoku with another without registering.
- Used WebSocket to maintain the connection and to send message dual-ways.
- Prototyped using Python asyncio, rewriting in C++ using Boostlib as a practice.

### 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.