

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>
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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: 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

- 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 STAFF

Oct 2018 - Present | Berkeley, CA

- OCF devotes to providing computing resources to Berkeley affiliates.
- Helped student organizations setup their websites on our infrastructure.
- Other house-keeping including managing our LDAP entries so that students, upon request, can use some of our limited-access resources.

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.