

Jiaxiao (Joe) Zhou

Seeking a Software Engineering Intern, summer 2019 position

✉: jiz417@ucsd.edu

☎: 443-996-3942

<https://github.com/mossaka>

www.linkedin.com/in/mossaka

<https://devpost.com/mossaka>

EXPERIENCE

Software Development Engineer, Intern

June 2018 – Sep 2018

Mitchell International, San Diego

- Experienced full stack agile engineering process: designing, implementing, fixing bugs and deploying features on Mitchell products with 20 check-ins.
- Implemented SQL server schemas and new features in the client side using TypeScript, Angularjs and jasmine testing framework.
- Refactored the existing service-oriented architecture to the CQRS patterns.
- Developed new commands, queries and endpoints in the Back-End to support client-side consumers, using C#, ASP.NET, Postman.

Software Engineering Intern

June 2017 – Dec 2017

2Go Products LLC, San Diego.

- Implemented new features the client-side using Python and Tkinter.
- Refactored the existing code architecture to follow software design patterns and SOLID principles, making the code base much more reusable.
- Developed API endpoints and services for querying and updating databases, using MySQL, Python, and ORM.

Tutors at UCSD CSE Department

June 2017 – Present

- Tutored for undergraduate Computer Science courses - Introduction to Java, Data Structures, and Computer Architecture and System Programming.
- Assisted students to implement various data structures, debugged programs in C and Java, and wrote automated grading scripts, using Python and Bash.

PROJECTS

Gallery – SD Hacks 3rd Place, and Best AR Award

<http://bit.ly/2higHX8>

- Worked on server-side programming to allow users save their galleries information using Firebase Real-time Database, Storage and GeoFire.
- Implemented geographical search using Google Maps API on iOS.

DishPlay – Cal Hacks 4.0 OpenTable API Awards.

<http://bit.ly/2zcnwS>

- Developed a iOS app display the picture of a dish on any menu and place it virtually on a 3D environment, using Swift, Xcode and ARKit.
- Worked on Computer Vision to recognize the text from the food menu, and transform the text to a picture, using Microsoft Azure Cognitive Services.

SharedPortal – Mitchell's Innovation Week's Project

- Implemented a shared AR portal experience, which allows people to interact with each other and send data peer-to-peer inside a virtual portal in real-time, using Swift, SceneKit, ARKit, and Node.js.
- Won the Best Innovation Award.

EDUCATION

UC San Diego

Class of 2020 | GPA: 3.91

- Computer Engineering
- Mathematics

RELEVANT COURSES

- Algorithm Analysis
- Data Structures
- Programming Languages
- Software Engineering
- Machine Learning
- Probabilistic AI
- Deep Learning
- Stochastic Process

SKILLS

Python	Proficient
JavaScript	Proficient
C#	Proficient
C++	Intermediate
Java	Intermediate
Haskell	Some Projects
Swift	Some Projects

React.js, Redux, Matlab, NumPy, Pandas, ARKit, Scikit-Learn,

AWARDS

1st Place out of 14 teams

IEEE Wireless Competition

2nd Place out of 60

WIC Programming Competition
Spring 2017

3rd Place

IEEE Grand PrIEEE autonomous
robot car competition

Provost's Honors

High academic performance

LEADERSHIP

IEEE Technical Staff Tech Committee

Instructed "Introduction to
Python" workshop to over 40
students.