

Xiangfeng Zhu

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Education

B.S., Computer Science, Expected: May 2020
University of California, Santa Cruz

GPA:3.95

Coursework

Abstract Data Types	Data Structure
Discrete Mathematics	Vector Calculus
Linear Algebra	Probability and Statistics
Computer System	Computer Networking

Experience

Undergraduate Researcher | Computer Communication Research Group, UCSC Mar 2017– Now

- Analyzed efficient methods for Channel Access Method for Networks with Hidden Terminals
- Analyzed the throughput of several MAC protocol using Markov Chain

Undergraduate Researcher | Storage System Research Center, UCSC Mar 2017 – Now

- Designing an app which detects which cell tower a phone connected to, determine fake cell tower, and locate the cell tower or potential IMSI-Catcher
- Implementing the instructions online to build an IMSI-Catcher

Small Group Tutor | University of California, Santa Cruz Apr 2017 – Now

- Tutored CMPS12B (Data Structure), CMPS101(Abtract Data Types) as top 1% student
- Held weekly sessions to teach concepts of Data Structure and Algorithms
- Helped students design some aspects of programming assignments for the class

Projects

Online Reservation system Mar2016 – Sep 2016

- Designed an online reservation app for Manyue Yoga Stadium, on-line payment system, and on-line community for member to share their experience.

Game Simulator

- Wrote an interactive dice game “Craps” that can ask user how many chips he/she wants to play with and a program that simulates the play of the game for many trials and determines the probability that the player will win.

Chess Puzzle Solver

- Given an input chessboard, wrote a program to determine if a player can force checkmate in up to 4 steps, including the moves of the opponent

Skills

Java, C, Python, HTML, Git, Latex, Computer Networks