

Xiangfeng Zhu

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Objective

Targeting an internship or Entry-Level Opportunity in Software Engineering.

Education

B.S., Computer Science, Expected: May 2020

GPA:3.95

University of California, Santa Cruz

Dean's honor List: Fall 2016, Winter 2017, Spring 2017

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

- Analyzing efficient methods for Channel Access Method for Networks with Hidden Terminals
- Analyzing 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(Java) 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(Java)

- 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(Java)

- 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

Programming: Java, C, C++, Python, Matlab

Markup/Templating: HTML, CSS, Latex

Tool: Git