Sophia Zhu

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Objective: I am currently seeking a summer internship that will allow me to creatively utilize both my technical skills and my highly artistic background.

Education

Carnegie Mellon University, School of Computer Science   **Pittsburgh, PA**

Bachelor of Science in Computer Science, minor in art   *Sept 2013-May 2017*

 - Current QPA: 3.33

 - Relevant Coursework: Great Theoretical Ideas in Computer Science, Parallel and Sequential Data Structures and Algorithms, Computer Systems, Software System Construction, Computer Graphics

Skills

Programming: C, Java, HTML/CSS, Javascript, LaTeX. Experience with SQL, Standard ML.
Applications: Adobe Creative Suite, Flash, GitHub. Experience with Unity, Blender, Matlab.
Miscellaneous: Fluent in Mandarin. Experience with 3D modeling, animation. Art portfolio on website.

Experience

Motitopia (mobile app startup)   **Cupertino, CA**

Summer Engineering Intern   *June 2015-August 2015*

 - Developed hybrid mobile applications using technologies including NodeJS, AngularJS, Cordova, Ionic, SocketIO, HTML/CSS, Javascript. Implemented a real-time chat system. Responsible for communication with the backend servers, storage of conversations in database, account creation/authentication as well as front-end design.

Ayla Networks (IoT platform startup)   **Sunnyvale, CA**

Summer Marketing Intern   *May 2015-August 2015*

- Organized and compiled research information on over twenty potential competitors in the Internet of Things marketplace. Presented training on these competitors to sales and marketing departments.

Sunshine Wellness and Acupuncture Healing Center   **Cupertino, CA**

Web Development, Administrative Duties   *June 2014-August 2014*

 - Developed parts of website using HTML and CSS. Carried out administrative duties by handling insurance claim EDI, communicating with clients and scheduling appointments.

Projects

Scrabble   *October 2015*

 - Independently designed, implemented and tested a multi-player Scrabble game application and its GUI. Created using Java and Java Swing.

After Our Time (2015 Global Game Jam)   *January 2015*

 - Cooperated with a team of four other students to create a functional, real-time game in 48 hours. Implemented using Unity Game Engine and C# scripts.

Traffic-King!!   *Fall 2014*

 - Created a game with a team of five students over the course of a semester. Implemented classroom concepts (like Dijkstra's algorithm) in order to simulate a traffic system with cars traveling between randomly generated locations while obeying traffic laws (for example stopping at red lights).

Extracurricular Activities and Interests

 - *Marching band (2007-present; current member of Kiltie Band)*
 - *Game Creation Society (2014-present)*
 - *Painting, comics, knitting, freelance art business*

Citizenship Status: U.S. Permanent Resident (Canadian Citizen)