

# Sophia Zhu

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Los Gatos, CA 95032

**Objective:** Seeking a summer engineering internship that will allow me to effectively utilize both the technical skills gained from rigorous academic training 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.

**Artistic:** Experience with 3D modeling, animation, print media. Art portfolio on website.

**Miscellaneous:** Fluent in Mandarin.

## 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 front-end interface design and implementation, communication with the backend servers, storage of conversations in database, account creation and authentication.

**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*

- Designed and 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. Responsible for C# scripting and artistic asset generation.

**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)