

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

Bachelor of Science in Computer Science, minor in art

Pittsburgh, PA

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)

Summer Engineering Intern

Cupertino, CA

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)

Summer Marketing Intern

Sunnyvale, CA

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

Web Development, Administrative Duties

Cupertino, CA

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)