

Sophia Zhu

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Los Gatos, CA 95032

Objective: Seeking a full-time engineering position that will allow me to effectively utilize both my technical skills and my highly creative background.

Education

Carnegie Mellon University, School of Computer Science

Pittsburgh, PA

Bachelor of Science in Computer Science, minor in art

Sept 2013-Dec 2016

- Current QPA: 3.36
- Relevant Coursework: Great Theoretical Ideas in Computer Science, Parallel and Sequential Data Structures and Algorithms, Computer Systems, Software System Construction, Distributed Systems

Skills

Programming: Java, Javascript, C, HTML/CSS, LaTeX. Experience with Python, SQL, Standard ML.

Applications: Adobe Creative Suite, Flash, GitHub. Experience with Unity, Maya, Blender, Matlab.

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

Miscellaneous: Fluent in Mandarin.

Experience

Splunk

San Francisco, CA

Summer Engineering Intern

May 2016-August 2016

- Contributed primarily frontend code for software product. Utilized technologies such as Javascript, Underscore and Backbone. Participated in several sprints alongside a team, working on both features and bugfixes.

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.

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.

Projects

Soul Mates (2016 Global Game Jam)

January 2016

- Cooperated with a team of five other students to create a functional, real-time game in 48 hours. Implemented using Unity Game Engine. Winner of the Audience Choice Award

Anomalous

November 2015

- Individually completed a short VR game for mobile devices. Designed to try and create an immersive experience and a sense of dread/anxiety. Created using Unity and integrated with Google Cardboard.

Scrabble

October 2015

- Designed, implemented and tested a mid-sized, multi-player Scrabble game application and its GUI. Created using Java and Java Swing.

Extracurricular Activities and Interests

- Marching band (2007-present; current member of Kiltie Band)

- Game Creation Society (2014-present)