24 Alcott Ct • Irvine, CA 92617 (408) 634-8983 • gzhou.email@gmail.com • souicry.github.io

EDUCATION AND SKILLS -----

University of California, San Diego

2014 - 2018

Computer Science/Electrical Engineering

Major GPA: 3.9

Software and Full Stack Web Java • C/C++ • C# • JavaScript • HTML/CSS • NodeJS

EXPERIENCES -----

Software Engineering Intern - Google

June - September 2016

- Developed an internal Java application to aggregate and process all commerce information through Google Play. The API is currently in use by multiple teams.
- Developed an internal web interface for querying, filtering and visualizing the commerce information, allowing for easy debugging access to billions of existing and future orders.

Applications Programming Intern - Applied Medical

June - August 2015

- Developed application to automatically gather and store data from remote production machines, and a front end interface to visualize, filter and edit the data, using SQL Server, .NET MVC, JS/jQuery
- Completed over a month ahead of schedule.
- Developed Windows application to automatically parse, modify and clean up SQL queries in Excel PivotTables to connect to a new server and table layouts, using .NET and C#.
- Wrote the SQL parser from scratch since no open source library correctly parsed nested T-SQL queries.
- Successfully migrated all of the hundreds of company sales data reports.

FIRST Robotics Team - 3476 Code Orange

Mentor 2014 - 2015; Member 2013 - 2014

- Actively mentored and worked as a member on Java programming, electronics and hardware design.
- World Championship Awards: 2015 Tesla Division Champions; 2013 Newton Division Champions.

MAJOR PROJECTS

Micromouse Autonomous Maze-solving Robot - Embedded Systems October 2015 - May 2016

- Design, build and program a 3 inch radius maze solving robot as a small team of 5 students.
- Programming maze solver and control systems on embedded ARM microcontroller in C++ using Mbed.
- One of the very few teams with a complete and successful robot.

Dr. Eric - Game/Web Development - gamedevstudio.org

October 2015 - Present

- Develop a mobile and web game as part of a student team, using Unity C#.
- Working on UI integration, web platform specific development and website.

zyBetter - Chrome Extension - On web store

Janurary - Feburary 2016

• Chrome extension to greatly enhance the user experience of zyBooks online textbooks.