Xuedan Zou

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Hanover, NH | he/him/his

Education

M.S. Dartmouth College   **2021 -----2023 (expected)**
Computer Science Major, School of Computer Science
Thesis based scholarship funded research master program with a concentration in digital arts. Courses
Taken: Artificial Intelligence, Machine Learning and Data Analyst, Smartphone Programming, HCI,
B.E. Hunan University   **2016 -----2021**
Computer Science and **Industrial Design Major**
Courses Taken: Data Structure, Algorithms, Database System, Operating System, Software Engineering,
Website Design, Design Principle, Human Centered Design, 2D/3D Sketches, Design Research…

Skills

Proficient in C++, C, Python, Kotlin, Processing, Arduino, P5.js, openFrameswork, OpenGL, OpenCV,
HTML, CSS, Javascript, React and Git
Skilled in Android Development, Software Engineering, User Research and Product Design

Internship

Black Sesame Technologies Inc.   **Spring 2021**
Software Engineer Internship   **Chengdu, Sichuan, China**
• Cooperated with SDK/Plantform team to implement vision related programming using **C++**. Built the
development environment and analysed the VIM3's toolkit.
• Deployed the deep learning model on VIM3 and wrote the development guidance document that helps
over 200 employees save over 2 weeks' of extra learning time.

Project

SoundBoard App   **Winter 2021**
• Developed an Android app with Kotlin to help sound designers and audio enthusiasts alike upload sounds
they create to share with other users, organize their audio through the collection and tagging system.
• Used Firebase as backend, adapters like listview and recyclerview to manage downstream data.
Implemented search feature to find out requested audios in real time. Implemented the media player with
audio visualizer. Provided API interfaces for other developers to use.
• Cooperated with teammates to finish the UI design and UX design on Figma, software architecture design
and software engineering process with git as the management tool.
Myruns Activity Tracker App   **Fall 2021**
• Implemented an Android app to help people keep health using Kotlin based on MVVM architecture
• Used SQLite database to manage local data and allowed Google Map service to track local location and
record exercise route, distance, speed etc.
• Applied accelerometer sensing to collect activity data, trained WEKA classifier to determine activity type

PIXEL   **Spring 2020**
• Developed an interactive light system based on simple gesture recognition based on **Kinect**, coded
in **C++** with openFrameswork.
• Cooperated with the circuit engineers and structure engineers to design the LED board screen.
• Designed a set of simple gestures to interact with the screen and the topic to printed on the screen.
(This project was exhibited on Asian New Generation Design Exhibition(2020) online)