

# XUEDAN ZOU

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## EDUCATION

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**M.S. in Computer Science**, Dartmouth College 2021 - June 2023 (expected)

Thesis based scholarship funded program with a concentration in Digital Arts. GPA: 3.9/4.0

Selected Courses: Artificial Intelligence, Machine Learning and Data Analyst, Smartphone Programming, HCI

**B.E. in Computer Science and Industrial Design**, Hunan University 2016 - 2021

Selected Courses: Data Structure, Algorithms, Database System, Operating System, Computer System, Software Engineering, Computer Vision, Web Design, Human-Centered Design, Design Research

## SKILLS

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<b>Languages</b>	C++/C, Python, Kotlin, Java, HTML, CSS, Javascript, Typescript
<b>Frameworks&amp;Tools</b>	React, P5.js, Figma, Git, Node.js, SQLite, MySQL, OpenCV, openFrameworks, Kinect
<b>Experience</b>	Front-End Development, Android Development, User Research, Product Design

## WORK EXPERIENCE

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**Front-End Developer (RA)** Empower Research Lab at Dartmouth College March 2022 — Present

- Participated in the development of AI teaching products for kids as a front-end developer.
- Wrote multiple responsive web interfaces with AI algorithms by using HTML, CSS, Javascript and React.
- Mentored 2 developers and coordinated the development timeline with the advisor and product manager.
- Conducted weekly meetings with the design team, brainstormed to come up with project idea, UX design and assisted the user testings.

## PROJECTS

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**SoundBoard APP** 2021 Nov

- 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.
- Implemented search feature to find out requested audios in real time and the media player with audio visualizer.
- Used Firebase as backend, adapters like listview and recyclerview to manage downstream data and 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** 2021 Oct

- Implemented an app to log running/exercise data with GPS tracking and accelerometer sensing, by using Kotlin based on MVVM architecture
- Managed local data with SQLite database, then 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** 2020 Spring

- Developed an interactive light system based on gesture recognition, used Kinect as the sensor to collect real-time sensor data, coded in C++ with openFrameworks
- Designed a set of simple gestures to allow the user to interact with the screen, designed the interactive animation and the vision algorithms to handle real-time vision data with depth information.
- Cooperated with the circuit engineers and structure engineers to design the LED board screen.