

Xuedan Zou

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Sachem Circle 32, West Lebanon, NH | he/him/his

Education

M.S. Dartmouth College

2021 -----2023 (expected)

Computer Science Major, School of Computer Science

Thesis based research master program with a concentration in digital arts. Won over \$30,000 scholarship.

B.E. Hunan University

2016 -----2021

Computer Science and Industrial Design Major

Skills

Proficient in C++, C, Python, Kotlin, Processing, Arduino, P5.js, openFrameworks, OpenGL, OpenCV, HTML, CSS, Javascript, React and Git

Skilled in Android Development, Software Engineering, User Research and Product Design

Experience

PIXEL

Spring 2020

- Developed an interactive light system based on simple gesture recognition based on **Kinect**, coded in C++ with openFrameworks.
- 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)

Software Engineer Internship at Black Sesame Technologies Inc.

Spring 2021

- Cooperated with SDK/Platform 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.

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, and trained WEKA classifier to determine activity type

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.