Xiaoxi Zheng

shoush0713@gmail.com || **xiaoxizheng.github.io** || (917)348-7772
2930 SW 23rd Terrace Apt 1804 Gainesville, FL, 32608

Objective

Seeking full-time employment to utilize my passion for creating seamless experiences for everyday humans in the field of software engineering

Education

Bachelor of Science in Digital Art and Sciences (Engineering in Computer Science)   May 2017
Minor in **Business Administration** and **Studio Art**   **GPA: 3.49**
University of Florida, Gainesville, FL
Current courses: Integrated Product & Process Design || Sensors and Electronics || Business Finance

Experience

Team Lead, Moss (UF IPPD Program), Fort Lauderdale   August 2016 - Present
- Lead an integrated engineering design team to create an end to end IoT solution providing indoor asset and people tracking to increase overall safety in the construction industry
- Served as product manager and front-end developer to ensure quality of deliverables that reflect client and end user goals

Software Engineering Intern, Voalte   May 2016 - August 2016
- Implemented UI changes and performed bug fixes on the IOS team using [Objective-C] to improve overall usability of Voalte One and Voalte Me.
- Wrote iOS demo app to demonstrate libVoalte framework for third party developers to aid in the process of new strategic partnership acquisition
- Evaluated Voalte Platform's UI/UX and pushed findings and standardization of design process to engineering and product management to streamline product development cycle

Mobile Apps Services Intern, Atmosphere Apps,   May 2015 - Present
- Created unique initial app designs based on strategic client goals and explored consumer needs through effective communication and iteration
- Lead a team of interns to create and implement marketing strategies and product positioning for Skywave.io – a SaaS product developed by Atmosphere Apps

Projects

EOC Practice Exam Portal for P.K-Yonge Development School
- Developed an End-to-End Web app using MEAN Stack with an agile scrum team
- Overlooked the overall UI/UX using HTML and CSS to create intuitive testing platform
- Implemented client specific features using AngularJS and ensured the overall momentum of teamwork

Tech Lead, Dogtective
- Lead a small team to develop an interactive storytelling game using Unity3D, Maya3D and followed a waterfall methodology

Scrum Master, CityLifestyle, Human Computer Interaction
- Serve as the scrum master for a small team that practiced iterative design for best HCI practices

Involvement/Affiliations

Undergraduate Researcher, LearnDialogue Research Lab UF   September 2016 - Present
- A member on the research effort that focuses on how narrative based gaming experience and artificial intelligent systems can support human learning across educational context

Webmaster, Institute of Industrial System Engineers   September 2016 - Present
- Architected, designed and created the South Eastern Region Conference website for IISE

Computer Literacy Skills/Language Proficiencies

- <u>Languages</u>: Fluent in Chinese Mandarin, Fuzhounese dialect and Cantonese (Conversational)
- <u>Software and programming languages</u>:
  - *Unity3D, Adobe Photoshop, inVision Prototype, Autodesk Maya ,Processing*
  - Working knowledge with JAVA, Objective-C, C++, HTML,CSS and JavaScript