Xiaoxi Zheng

shoush0713@gmail.com || **xiaoxizheng.github.io** || (917)348-7772

2930 SW 23rd Terrace Apt 1804·Gainesville, FL, 32608·

Objective

Seeking to obtain full-time employment to utilize my creativity, understandings of user needs and knowledge in computer science.

Education

Bachelor of Science in Digital Art and Sciences (Engineering in Computer Science), May 2017
Minor in **Business Administration**

University of Florida, Gainesville, FL

Current courses: Integrated Product & Process Design || Affective Computing || Sensors and Electronics

Cumulated GPA: 3.49

Experience

Software Engineering Intern, Voalte, Sarasota   May 2016—August 2016
- Implemented UI changes and performed bug fixes using [Objective-C]
- Wrote iOS demo app to demonstrate libVoalte framework
- Evaluated Voalte Platform UI/UX & suggested changes based on Nielsen's usability evaluation

Mobile Apps Services Intern, Atmosphere Apps, Gainesville   May 2015--Present
- Lead a team of interns to create and implement marketing strategy and product positioning for Skywave.io – a SASS product developed by Atmosphere Apps
- Performed App Store Optimization and analyze KPIs to drive downloads for company apps
- Created initial UI/UX design for new project proposals

Marketing Manager, Cashier, Kung Fu Tea Gainesville, Gainesville   April 2015--- May 2016
- Organized and executed marketing strategies with sponsorship activities and events.
- Lead a small team to monitor and promote brand name through social media

Translator, TedTalk   August 2014-Present
- Member of the 15,000+ contributors to TED open translator project

Projects (https://github.com/xiaoxizheng)

EOC Practice Exam Portal for P.K-Yonge Development School (http://pky-eoc.herokuapp.com/)
- Developed an End-to-End Web app using MEAN Stack with an agile scrum team
- Overlook the overall UI/UX of app using HTML and CSS, implemented client specific features using angular js and ensure the overall momentum of teamwork

Tech Lead, DogTective, CAP3020-Mutimedia Production
- Lead a small team to develop an interactive storytelling game using Unity3D, Maya3D and followed waterfall methodology

Human++Clock, CAP3032- Interactive modeling and animation
- Simulated an interactive software that visualizes world population.

Involvement/Affiliations

Promotion Director, Photographer, Sparks Magazine, Gainesville   December 2013---May 2016
- Promoted SPARKS on and off campus and raise awareness of Asian American social issues
- Created photo and digital assets for aesthetic/promotion usages

Participant, Gatorship, Gainesville   February 2015
- An unique leadership summit designed to embrace diversity

Florida Art Education Association/Virtual Exhibitions---Award of Excellence

Computer Literacy Skills/Language Proficiencies

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