Xiaoxi Zheng

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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** and **Studio Art**

University of Florida, Gainesville, FL

Current courses: Integrated Product & Process Design || Sensors and Electronics || Business Finance

Cumulated GPA: 3.49

Experience

Software Engineering Intern, Voalte, Sarasota   May 2016—August 2016
- Implemented UI changes and performed bug fixes on the IOS team using [Objective-C]
- Wrote iOS demo app to demonstrate HIPPA compliant libVoalte framework for 3rd party developers
- Evaluated Voalte Platform UI/UX & suggested changes based on usability evaluation

Mobile Apps Services Intern Team Lead, 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

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

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

Human++Clock, CAP3032- Interactive modeling and animation
- Simulated an interactive software that visualizes the 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 and organized 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, Adobe Photoshop, inVision Prototype, Autodesk Maya ,Processing*
  - Working knowledge with *JAVA*, Objective-C, C++ HTML,CSS and JavaScript