

# Xiaoxi Zheng

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## Objective

Seeking full-time employment to create 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

**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's mHealth products
- 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 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

**Translator, TED Talk,** May 2015 - Present

- A member of TED's global community of volunteers to bridge inspirational ideas across language and cultural barriers

## 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/CSS and implemented client specific features using AngularJS to create an intuitive testing platform

**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

**Promotion Director, Sparks Magazine** August 2015 – May 2016

- Directed and promoted *Sparks* magazine and pushed conversations for Asian American related topics on the UF campus

## Computer Literacy Skills/Language Proficiencies

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