

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 || 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 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

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-Multimedia 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