Xuefeng Zhu

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Objectives

- Passionate about latest technology, and believe computer science makes lives better
- Love coding, designing, learning, and open source
- Eager to work with awesome people on awesome products

Education

University of Illinois at Urbana-Champaign

May 2016

BS in Computer Science

Cumulative GPA: 4.00/4.00

Professional Experience

Software Development Engineer, Department of Computer Science, Urbana, IL May 2014 - Present

- Maintained SIGCOMM2014 websites and built a template system for updating the website
- Developed a speed test Chrome extension based on Angularis and Nodejs
- Technologies used: Jinja2 Google Sheet API Angular Semantic UI Firebase Nodejs Heroku

Director of Information, Engineering Council, Urbana, IL

April 2014 - Present

- o Managed and maintained the mailing list and EC web server, which hosts over 100 society websites
- Improved and redesigned the EC websites
- Technologies used: Cpanel HTML PHP MySQL Trello

Software Development Intern, Dow AgroSciences, Indianapolis, IN

May - August 2014

- Collaborated with 3 engineers to develop an administration dashboard, which saves administrators 80% time
- Wrote the user and development guideline for the administration dashboard
- Technologies used: Angular jQuery BootStrap WCF Restful Oracle

Unity3D Developer and Web Developer, Department of NPRE, Urbana, IL April 2013 - May 2014

- Participated in the project design and programming, including building 3D models and writing scripts
- Created a course website for NPRE100
- Technologies used: Unity3D C# HTML CSS Javascript

🟛 Research Experience

Healthcare Information System For Mining Drug Side Effects

February - May 2014

Supervised by: Sheng Wang, Chengxiang Zhai

- Designed the functionalities and user interface of the system
- Built the website for demonstrating the system using Angularjs and Flask

Projects

Meetup (Available in Github)

o Created a web application built with Angularjs and Firebase to help people share and collaborate on events

Google Sheet based SOL Engine (Available in Github)

• Built a SQL engine based on Google Sheet letting users store data and run SQL Query

Ischedule

• Wrote an Android app that assists students to organize course schedule and concentrate on lectures

Publications

A 3D, Interactive Virtual Instruction Laboratory And A Virtual Model of A Reactor Control Room

American Society for Engineering Education

November 2013

Technical Skills

My Favorite Languages: Python Javascript C

Other Languages: Java C# C++ Go HTML XML CSS SQL Pascal MATLAB Verilog MIPS

Experience With: Angular | jQuery | Flask | Jinja2 | Express | BootStrap | Android | Unity3D | Heroku