

Zixiao Wang

515 14th Ave. SE | Minneapolis, MN 55414 | 612-562-7609 | wang5586@umn.edu | ZTSean.github.io

EDUCATION

Bachelor of Science in Computer Science

University of Minnesota, Twin Cities

Cumulative GPA: 3.6/4.0

Expected May 2016

Minneapolis, MN

KNOWLEDGE AND SKILLS

- **Programming:** C/C++, C#, Java, JavaScript, Python, MATLAB, OCaml, HTML, SQL, Shell Script, .NET, Processing, OpenGL, and WebGL
- **Design:** Adobe Photoshop, Adobe InDesign, Unity
- **Coursework:** Algorithm and Data Structure, Machine Architecture and Organization, Practice of Database Systems, Computer Networks, Operating Systems, Discrete Structures, Computational Linear Algebra, Computer Graphics, Probability and Statistics, and Combinatorics and Graph Theory

PROJECTS

Multi-User Air Painting System

- Created a system for multiple users to draw simultaneously in the air. Using Unity, a virtual environment and sent data were established, and Google Cardboard was used to observe the scene and users. A pen was outfitted with trackers to draw in the air for each user, and a server was used to manipulate data from the users and send data back to users.

Vibration and Sound Test Mobile Phone Applications

- Developed mobile phone applications that generated vibration or sound according to input frequency, amplitude, and duration value from user.

Robot Simulation

- Conducted robot simulations involving avoidance of moving obstacles and finding targets, based on the Braitenberg vehicle model and using OpenGL and GLUT User Interface Library.

Pong Game

- Created a pong game with practice and one-on-one modes, using OpenGL and GLUT.

Car Racing Game

- Developed a car racing game that counted laps and recorded best lap times, in a three-person team, using Unreal Engine.

Mini Client Server

- Created a user client for uploading and downloading files.
- Developed a server to store uploaded client and transfer files according to requests.

EMPLOYMENT

Web Developer

July 2015–Present

Carlson School of Management, IT Department, University of Minnesota, Twin Cities

- Working with users to gather requirements and process issues to improve the functionality of a new web application.
- Developing an interactive, data-driven web application with other team members.
- Maintaining and debugging the website.

LEADERSHIP AND ACTIVITIES

Team Leader

July 2013–August 2013

- Taught at Muer Primary School, Xichang, China