Zixiao Wang

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OBJECTIVE

Seeking a challenging web development internship opportunities utilizing my passion and extensive knowledge for software and web application development.

EDUCATION

Master of Science in Computer Science   Expected - May 2018

Georgia Institute of Technology   Atlanta, GA

Bachelor of Science in Computer Science   May 2016

University of Minnesota, Twin Cities   Minneapolis, MN

Cumulative GPA: 3.7/4.0

KNOWLEDGE AND SKILLS

- **Programming:** C#, JavaScript, HTML, CSS, Python, C/C++, .NET, SQL, Shell Script, Java, OpenGL, and WebGL
- **Applications:** Adobe Photoshop, Unity, Github
- **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

EMPLOYMENT

Web Developer   July 2015 – March 2016

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

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

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 generates vibration or sound based on user input.

Robot Simulation

- Conducted Braitenberg vehicle model robot simulations involving avoidance of moving obstacles and finding targets.

Pong Game

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

LEADERSHIP & ACTIVITIES

- Team leader of voluntary teaching team in Sichuan, China
- Editor of Study Abroad Student Organization
- Student Member of College Organization administrative department