

ZHENGXU(JASON) YAN

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EDUCATION

University of California, Berkeley (UCB)

Bachelor of Arts in Computer Science

Expected Graduation: May 2025

GPA: 3.93

SKILLS

- Programming Languages: Python, Java, C, Go, Rust, HTML, JavaScript, SQL, Pandas, Numpy, Regex.
- Agile Software Development.
- Mixed Research Methods and Statistical Analysis.
- Strong Communication and Teamwork Skills. Language: English, Chinese.

SELECTIVE COLLEGE COURSEWORK

CS 61A: *The Structure and Interpretation of Computer Programs* / CS 61B: *Data Structures*

CS 61C: *Great Ideas in Computer Architecture* / CS 70: *Discrete Mathematics and Probability Theory*

CS 170: *Efficient Algorithms and Intractable Problem* / CS 161: *Computer Security*

EECS 16A: *Designing Information Devices and Systems I* / Data C8: *Foundations of Data Science*

Data C100: *Principles & Techniques of Data Science* / CS 162: *Operating Systems and Systems Programming*

PROJECTS

Python Development

- Developed a simulator and multiple strategies for a dice game.
- Wrote a program to measure typing speed and autocorrect the spelling.
- Created a tower defense game inspired by *PopCap Games' Plants vs Zombies*.
- Developed an interpreter for a subset of the Scheme language.

Java Development

- Built a simulator for a generalized version of *Enigma*, a cipher device used in World War II.
- Created a Git-like Version Control System, i.e., Gitlet.

Artificial Intelligence

- Developed Artificial Intelligence in playing *Ataxx*, a two-player chess game.

Hardware Development

- Imaging: Used linear algebra techniques to capture real-world images with limited sensors.
- Touchscreen: Designed and built a resistive touchscreen and a capacitive touchscreen using circuit knowledge.
- Acoustic Positioning System: Used mathematical tools (e.g., cross-correlation and trilateration) to analyze signal and compute distance.

LEADERSHIP EXPERIENCES

- Led a team of 5 members from UCB's Chinese Students and Scholars Association to put together expert panels and guest speakers on career development workshops for UCB students, e.g., *Find Your Path #Tech* with 50+ in-person attendees in Fall 2021.
- Worked in a team of 10 Computer Science majors as a back-end developer to create a FastAPI Web app tilted *CoffeeTea* to assist students in a more transparent and efficient manner, aid in their search for suitable tutors in Fall 2022.