Kaixuan Zhou

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EDUCATION

New York University *Tandon School of Engineering*   May 2020
BS in Computer Science, GPA 3.96
Relevant Coursework: *Algorithms, Data Structures(Python), Object Oriented Programming(C++)*

SKILLS

Programming and Development: Python • C++ • JavaScript • SQL • React.Js • Node.Js • HTML5 • CSS • Git
Communication and Language: Mandarin • Cantonese

WORK EXPERIENCE

Teaching Assistant, NYU Tandon, Brooklyn, NY   Sep. 2018 – Present
- Work as an undergraduate teaching assistant for discrete mathematics.
- Perform fundamental teaching assistant duties, including holding office hours, grading, clerical help and designing exam questions.

Web designer & Software Developer, DigiStrips, New York, NY   May. 2018 – July. 2018
- DigiStrips is a startup team which aims to make UTI (Urinary Tract Infection) diagnosis and prescription process easy, fast and accurate.
- Worked part-time in customer discovery team; participated in more than 40 customer discovery interviews.
- Took charge of redesigning the website (*https://digistrips.com*) using GoDaddy's website builder.
- Built an IOS app prototype in *swift* which can tell if a color generated by the bio-sensor implies UTI infected or not; The app prototype was used for team's live demo show in 2018 NYU Langone Health Expo.

PROJECTS

Course Scheduler (team) | React.Js & Material UI, Express(Node.Js), MySQL   Nov. 2018 – Present
- Currently working on a web project that can generate the desired course schedule based on input preferences with interactive user interface with a team of two.

50 Words Everyday | JQuery, BootStrap, Flask, MySQL, *https://50words.today*   July. 2018 – Aug. 2018
- Built a web app to allow Chinese users to learn GRE vocabularies and prepare for the GRE test better.
- Enabled two modes for memorizing vocabularies; Allow users to download / make word collections.

U.Start (team)| Go   Feb. 2018 – May. 2018
- Learned Go's syntax; participated in using Go and socket.io to build the prototype of the chat feature of the web app in a team of five with a mentor.

Flappy Bird Clone | C++, SFML   April. 2018
- Learned SFML to build the GUI of the game 'flappy bird' in C++.

LEADERSHIP & ACTIVITIES

Active Member and Back-End Engineer, NYU CSSA, Brooklyn, NY   Sep. 2017 – Present
- Currently building a web application (*https://zhiclasses.com*) that provides academic information for NYU students, written in Node, React and MYSQL; Currently undergoing development.
- Currently working as a back-end engineer (*Node.Js*) to better handle users' search queries and improve website performance.

Co-founder, "Co-Charity" Book-Bar, Guangzhou, China   Dec. 2015 – Mar. 2017
- Co-Charity Bookbar is a charity Café which makes profits by selling coffees and afternoon desserts made by student volunteers. The profits made are all donated to charity organizations through Zhixin High School.
- Built and decorated the Bookbar from scratch with a team of three. Led a team of five marketing members and 20 long-term volunteers. Took charge of negotiating with the school managements.