

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://digistrrips.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://zhiclass.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.