ANGELA ZHANG

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🕠 angelaz1

in angelaz122

angelaz1.github.io

US Citizen

WORK EXPERIENCE

Summer Software Engineering Intern

EA Maxis Team ♀ Remote

Jun '22 - Aug '22

- Led the development of a data-driven **Unity**-based prototype in **C#** for a new gameplay mechanic to answer crucial LOD design questions
- Designed key algorithms working extensively with NavMesh and procedural generation

Summer SWE Intern - Player Services Team

Microsoft Xbox ♥ Remote

🛗 Jun '21 - Aug '21

- Designed and implemented an IP Geolocation Kubernetes service for PlayFab, a backend platform hosting over 2.5 billion player accounts for 5000 games, to provide player location information to game developers
- Automated weekly updates of database files from a Cosmos Virtual Cluster using Github Actions to ensure data accuracy
- Worked extensively with Terraform, FluxCD and Azure Resources to integrate service into existing PlayFab Kubernetes clusters and create a shareable package for other teams across Microsoft

Summer SWE Intern - Data Services Team

Microsoft Xbox ♥ Remote

Jun '20 - Aug '20

- Constructed a design document and fully implemented a data migration metadata class in C# for PlayFab for thousands of database entries
- Directly interacted with CosmosDB and DynamoDB database systems in implementing and testing migration

Summer Algorithmic Design Intern

SeisWave ♥ Houston, TX

Jun '19 - Aug '19

 Developed model-building algorithms in C to automate the analysis of seismic data, greatly improving accuracy and efficiency from industrystandard methods

PROJECTS

Bigger, Badder, Buggier

Web Game - UI + Gameplay Programmer

🛗 Jan '21 - May '21

- Worked with an interdisciplinary team of 20 to create a Unity game to capture the spirit of CMU Buggy Racing during the remote semester
- Implemented CPU buggies using Unity's built-in NavMesh system and added heuristics for a more engaging racing experience, such as rubberbanding speeds and interacting with items

CO VSCode Language Support

VSCode Extension - Programmer

Mov '19 - Jan '20

- Designed and released a VSCode extension in **TypeScript** with a team of four other teaching assistants currently used by over **4500** students
- Improved the efficiency and understanding of student coding through providing language support features including auto-completion, syntax highlighting, and go-to

EDUCATION

Masters in Entertainment Technology Entertainment Technology Center

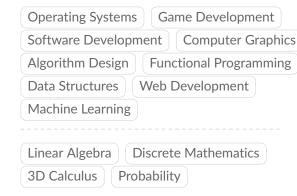
May 2023

B.S. in Computer Science Minor in Game Design

Carnegie Mellon University

May 2022

ACADEMICS



TECHNICAL SKILLS

(C#) (C)	C++ Java	Python	
JavaScript	TypeScript	React	Node.js
Unity Unreal GameMaker Studio 2			
Kubernetes	Docker	Git Per	force

OTHER

15-122 Lead Teaching Assistant

Carnegie Mellon University

Instructs an introductory imperative programming course in **C** with an average of **500** students each semester while directly managing a staff of over **40** teaching assistants

ARCC - Chinese Culture Club

President, Secretary, Producer

Organizes events for hundreds of students to promote Chinese culture through food, dance, and an annual large-scale theatre performance