ANGELA ZHANG

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WORK EXPERIENCE

Summer SWE Intern
Microsoft 📍 Remote   📅 Jun '20 - Aug '20

- Constructed a design documentation and fully implemented a data migration metadata class in **C#** for a large-scale software program hosting **2.5 billion** player accounts for **5000** games
- Directly interacted with **CosmosDB** and **DynamoDB** database systems in implementing and testing migration

Summer Intern
SeisWave 📍 Houston, TX   📅 Jun '19 - Aug '19

- Learned to work with CDP-offset gathers and perform NMO-correction utilizing Fourier transform resampling and interpolation
- Developed model-building algorithms in **C** to automate velocity picking with seismic data retrieved from CDP-offset gathers, improving overall accuracy and efficiency from industry-standard methods
- Employed various algorithmic techniques and economics concepts such as Monte Carlo algorithms, genetic algorithms, and Gini coefficients

15-122 Lead Teaching Assistant
Carnegie Mellon University 📍 Pittsburgh, PA   📅 Jan '19 - Present

- Instructs an introductory course in **C** with over **500** students each semester, covering topics such as ensuring code correctness, amortized analysis, and advanced data structures
- Directly manages a staff of over **40** teaching assistants in planning weekly labs, recitations, and office hours

1-on-1 Online Instructor
Juni Learning 📍 Remote   📅 Nov '18 - Aug '19

PROJECTS

C0 VSCode Language Support
VSCode Extension - Programmer   📅 Nov '19 - Jan '20

- Designed and released a VSCode extension in **TypeScript** with a team of four other teaching assistants currently used by over **1000** students
- Improved the efficiency and understanding of student coding through providing language support features including auto-completion, syntax highlighting, and go-to

Perspective
HTC Vive VR Game - Game Designer, Artist   📅 Jul '17 - Aug '17

- Collaborated with an interdisciplinary group in designing, prototyping, and releasing a game from scratch over the course of **2 weeks**
- Pitched and developed a 3D Puzzle game in Unity based on anamorphic art while fully utilizing the capabilities of the **HTC Vive**
- Created all 3D assets and animations in **Autodesk Maya** and most 2D assets in **FireAlpaca** and **Adobe Photoshop**

EDUCATION

B.S. in Computer Science
Carnegie Mellon University

📅 May 2022   🎓 GPA: 3.94/4.00

ACADEMICS

Imperative Programming   Data Structures   Parallel and Sequential Algorithms   Functional Programming   Algorithm Design   Game Development   Operating Systems   Software Development
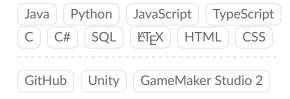
Linear Algebra   Discrete Mathematics   3D Calculus   Probability   Logic

TECHNICAL SKILLS

Java   Python   JavaScript   TypeScript   C   C#   SQL   LaTeX   HTML   CSS

GitHub   Unity   GameMaker Studio 2

LANGUAGES

English ●●●●●
Chinese (Mandarin) ●●●●○
French ●●●○○

LEADERSHIP/SERVICE

ARCC - Chinese Culture Club
Secretary, Art Board Leader

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

KPDC - K-Pop Dance Club
Showcase Board Member

Plans semesterly dance showcase consisting of 20 subunits to hundreds of students

CAP - Animal Shelter
Volunteer

Cared for hundreds of animals in shelter and oversaw monthly adoption events