Angel (Xiaowen) Zhang

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Education

Yale University, Graduate School of Arts & Sciences, New Haven, CT *05/2018*

- Master of Science, Computer Science
- **Selected Coursework:** Database Systems, Design the Digital Economy, Distributed Systems, and Management of Software Dev

The Cooper Union, Albert Nerken School of Engineering, New York, NY *05/2017*

- Bachelor of Engineering, Electrical Engineering Cumulative G.P.A: 3.81/4.0, Summa Cum Laude
- **Honors: Dean's List**, all Semesters**; Full-tuition Scholarship; Hoffman Beller Prize,** for merit in engineering studies
- **Selected Coursework:** Artificial Intelligence, Computer Graphics, Software Eng & Large System Design, and Entrepreneurship

Technical Experience

Artsify, New York, NY

Co founder & Software Developer *01/2017 - Present*

- Established a Startup and implemented a web service product, Artsify, which is an online gallery and marketplace optimizing distribution of artwork. Designed user-friendly webpages using HTML and CSS, and constructed database using MySQL.
- Delegated team members to finance, marketing, and software developments, and hosted weekly meetings for status updates.
- Collaborated in pitching the business case. One of four teams in the SASETank 2017 Finalists, an entrepreneurial competition.

Intel Corporation, Shanghai, China

Summer Intern, Platform Solution Architect (PSA) / Internet of Things (IoT) Group *Summer 2015*

- Collaborated with multi-company session for IoT Demo Preparation at Intel Developer Forum (IDF) 2015 San Francisco.
- Designed an architecture for Big Data system and provided platform solutions using hardware and software approaches to clients.

INSIGMA Technology Co. Ltd., Hangzhou, China

Summer Intern, Research and Development Department *Summer 2014*

- Customized the design of ARM cluster for the development of image processing software under the supervision of the head of hardware department.

Management Experience

The Cooper Union for the Advancement of Science and Art, New York, NY

MATLAB Instructor, Electrical Engineering Department *01/2016 - 05/2017*

- Instructed students on using MATLAB, a leading computational mathematics platform for engineers and scientists.
- Developed syllabus through discussions with the department Dean, created lecture presentations, hosted office hours, and designed, assigned and graded select problem sets throughout the course. Modified course schedule based on students' feedbacks.

Projects - http://www.angelzxw.com/home/#projects

***Coopa: The MicroMouse**, Senior Electrical Engineering Projects, Cooper Union* *Fall 2016 & Spring 2017*

- Formed an engineer team of three, and led hardware and software design of a robot mouse, autonomously solving a random maze.
- Invented a motion calibration algorithm in Arduino, and implemented a maze solving algorithm based on Flood Fill Algorithm.

***Dynamic Environment Mapping**, Computer Graphics, Cooper Union* *Spring 2017*

- Self proposed and generated an interactive environment mapping application, using JavaScript and WebGL, which illustrates surrounding scene and moving cubes reflected on the surface of an object.

***Rubik's Cube,** Computer Graphics, Cooper Union* *Spring 2017*

- Created an interactive Rubik's cube application using JavaScript and WebGL, and developed an algorithm to perform smooth animations during rotations of user-specified planes in any directions or displaying the cube from any desired angle.

***Othello**, Artificial Intelligence-Independent Study, Cooper Union* *Fall 2016*

- Produced a game-playing program, which plays Othello against users, based on the Minimax Search with Alpha-Beta Pruning Algorithm in Java. Designed a game GUI in java swing, indicating scores, a log of both players' moves, and next possible moves.

***Neural Network**, Artificial Intelligence-Independent Study, Cooper Union* *Fall 2016*

- Developed a training program of a neural network based on Back-propagation Algorithm in C++.

***Set Game Project**, Software Engineering and Large System Design, Cooper Union* *Spring 2016*

- Led design of system architecture based on client-server model, constructing database in MySQL, implementing game website in JSP, and creating game-login GUI in Java swing.
- Designed a competitive card game SET, allowing multiple users across the Internet to customize and play their games in real time.

Patent

Forthcoming patent (co-inventor), *Adaptive Workload Distribution for Network of Video Processors.* Intel Corporation, Shanghai, China, 2015

Skills

- Programming Languages: Java, C/C++, JavaScript, HTML, and MATLAB
- Software Knowledge: Microsoft Office, Eclipse Java, Xcode, and Adobe Dreamweaver
- Operating System: OS X, Windows, and Linux