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, Distributed Systems, Linear Models, and Management of Software Development

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

Computer Skills

- Programming Languages: Java, C/C++, JavaScript, HTML, and MATLAB
- Software Knowledge: Eclipse Java, Xcode, Adobe Dreamweaver, and Microsoft Office

Technical and Management Work Experience

Artsify, New York, NY

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

- Designed and marketed a web service product, Artsify, which is an online fine arts marketplace that aims to simplify the art sale process. Designed user interface using HTML and CSS, and constructed the art database using MySQL. Launched the minimum-viable-product(MVP) in May, maintained the current website service, and updated the product features weekly.
- Delegated team to financial stability oversight, marketing campaign design, and software developments. Connected with potential influencers, suppliers, and clients. Conducted market researches, competitive analysis, and financial projections, tested business hypotheses, and quickly adapted feedbacks. Collaborated and performed pitch to prospective artists and startup coaches.
- One of four finalists in the SASETank 2017 entrepreneurial competition, and will present in the SASE conference in October.

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. Developed syllabus through discussions with the department Dean, prepared weekly presentations for a class of 15 students, and hosted office hours. Designed, assigned and graded select problem sets throughout the course. Cooperated students' feedbacks into course schedule.

Intel Corporation, Shanghai, China

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

- Collaborated with multi-company session for developing a live interactive IoT Demo Preparation in an application of a network of video processors at Intel Developer Forum (IDF) 2015 San Francisco.
- Interacted directly with clients through weekly meetings, modified the architecture design for Big Data system, and provided customized platform solutions including 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.

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

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

- Led a team of three, and designed the system architecture of a robot mouse, cooperating locomotion, sensing, control, and software subsystems so that the robot autonomously solves a 16-by-16 random maze in the Micromouse Competition hosted by IEEE.
- 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*

- Innovated an interactive environment mapping application, using JavaScript and WebGL, which illustrates surrounding scene and moving cubes reflected on the surface of an object. Researched and cooperated with a texture mapping technique, Skybox.

***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 when any user-specified planes is rotated in any directions, or when the cube is displayed 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.

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

- Designed an online version of card game SET, allowing users to customize game modes and to play against each other in real time.
- Led design of system architecture based on client-server model, constructed database in MySQL, implemented game website in JSP, and creating game-login GUI in Java swing.

Patent

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