

INFO

Anni Zhang

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EDUCATION

Carnegie Mellon University

School of Computer Science

Class of 2018

Pursuing B.S. in Computer Science

Cumulative QPA: 2.91

Stuyvesant High School

Class of 2014

New York City

Overall Average: 95.4

COURSEWORK

Completed:

15-251 Great Theoretical Ideas of CS

15-122 Principles of Imperative Computation

15-112 Fundamentals of Programming & CS

21-127 Concepts of Mathematics

21-241 Matrices and Linear Transformations

15-213 Introduction to Computer Systems

15-150 Principles of Functional Programming

Currently studying:

15-210 Parallel and Sequential Data Structures and Algorithms

SKILLS

Coding:

C

SML

Python

HTML & CSS

Other:

Photoshop - Intermediate

Illustrator - Familiar

Chinese - Fluent

German – Intermediate

EXPERIENCE

Nestie Housing – Intern Summer 2015

An apartment finding startup based in NYC. Made changes to the website, worked with HTML, CSS Ruby and Javascript. Managed social media accounts. Took photos of apartments and portraits of New Yorkers for project called Renters of New York. Website: nestie.co.

MoMa In The Making Teen Art Show - Artist Spring 2014

Part of a team that created an art show focused on printmaking, mash-ups, and large-scale collage. Gallery was up for 1 month in the Museum of Modern Art

The River Project - Intern Summer 2013 Pier 40, NYC

Led aquarium tours, caught wildlife such as fish, eels, crabs, and shrimp for educational purposes. Routinely fed animals and cleaned tanks. Instructor during children's fieldtrips and created fish facts baseball cards for elementary science classes

ASPCA Animal Shelter - Volunteer Fall 2012-Spring 2013

Socializing with cats

Rubin Museum of Art Photojournalism Art Lab - Summer 2012

Part of a team that created photography exhibition of the presence of Himalayan and South Asian culture in NYC.

PROJECTS

HackCMU September 2015: Part of 4 person hackathon team. Created budget managing Android app called Budgie that utilizes a Microsoft API for scanning receipts with the camera. Code and logo design.

15-112 Fall 2014 Final Project: An animation program that allows users to draw on multiple frames and turns those frames into a gif animation. Included tween function that created movement between two objects. For example, when users draw two objects on two frames, they can create desired amount of missing frames in between them for movement.

ACTIVITIES + ORGANIZATIONS

Carnegie Mellon University Women's Soccer Club Fall 2014-Present

Stuy3D 3D printing club Fall 2013

Stuyvesant German Honor Society 2012-2014

Stuyvesant Varsity Badminton Spring 2014

Stuyvesant Varsity Soccer 2012-2014