Anthony Zhu

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EDUCATION

UNIVERSITY OF MICHIGAN — **Ann Arbor, MI**

Computer Science – Class of 2022

- Cumulative GPA: X.XX/4.00
- Relevant Coursework: Intro to Machine Learning, Computer Organization, Data Structures and Algorithms, Linear Algebra, Discrete Mathematics

SKILLS

- Programming languages: C++, Java, MATLAB, HTML, CSS, JavaScript
- Technologies: Kubernetes, Docker, Git, Google Cloud Platform

EXPERIENCE

Affirmed Networks — **Acton, MA**

Jun-Aug 2019 *Software Engineering Intern*

- Implemented communication component in Java for Virtual Network Function Manager to perform lifecycle management of containerized network functions in Kubernetes
- Integrated communication module with jQuery frontend allowing control of deployment and display of runtime information through a web interface
- Researched setup with Google Kubernetes Engine on Google Cloud Platform, deployment with Helm charts, authentication protocols, and documented for future reference

Sep-Dec 2019 **EECS 183 Staff** — **Ann Arbor, MI**

Instructional Aide

- Led weekly lab sections for class of 30 to help students master lecture content through explanations of concepts and review of relevant exam practice problems
- Held weekly office hours to aid learning through assistance on programming assignments
- Revised project descriptions after review in order to increase clarity, solve errors with distribution code, and simplify the student experience

Feb-Apr 2019 **Microprocessors and Toys: Magic Muse** — **Ann Arbor, MI**

Project Team Member

- Developed a musical toy built on Altera DE2-115 board that processed camera input of "magic wand" in order to play corresponding output through monitor and speakers
- Implemented non-blocking device drivers and subroutines in assembly language to enable continuous reading and writing of information to peripheral I/O devices
- Utilized git to streamline workflow among team members
- Created extensive final report and presentation in order to present work at final showcase

May-Jun 2017 **Multiplayer Galaga** — **Westford, MA**

Project Team Member

- Implemented a Java version of the classic arcade game Galaga that could be played over a local network with multiple players as final project for AP Computer Science class
- Developed graphics and animations utilizing Java and libgdx framework in order to make application aesthetically pleasing
- Programmed gameplay mechanics such as player movement, random asteroid generation, collision detection, and continuous tracking of game state

Jul-Aug 2016 **MIT Media Lab** — **Cambridge, MA**

Research Assistant

- Collected environmental data using remote-controlled cars to calibrate vehicle sensors for the Persuasive Electric Vehicle: an autonomous bike designed for urban mobility
- Developed individual projects such as an obstacle avoiding Arduino car and autonomous Turtlebot in order to strengthen understanding of Arduino and programming fundamentals

ADDITIONAL

College activities:

- Member of Phi Chi Theta Business Fraternity
- Member of Harvest Missions Community Church
- Studied renewable energy and Spanish language and culture in Summer study abroad
- Intramural sports: ultimate frisbee, flag football, basketball, volleyball