

Amy Zhuang

Website

www.prism.gatech.edu/~azhuang3

Address

18 Treeview Circle

Scotch Plains NJ, 07076

Phone

908 462 4748

Email

azhuang3@gatech.edu

Objective: Seeking an internship for Summer 2016 as a Software Developer. Interests include HCI, UI/UX Design, and Web Development

Education

Georgia Institute of Technology, Atlanta, GA

Candidate for BS in Computer Science

Expected Graduation May 2017

Major GPA: 3.00

Related Coursework

Data Structures and Algorithms, Objects and Design, Media Device Architecture, User Interface Design, Web Development, Principles of Visual Design

Projects/Work Experience

Adaptive Digital Media Lab Research (2015)

Contributed to projects ranging from AI-based digital performance to interactive narrative experiences to educational media design and development. Research has a strong focus in Human Computer Interaction and UI/UX Design.

Drawing Apprentice Research - Enactive AI drawing partner project at the Adam Lab (2015)

Actively developing co-creative computer application to inspire an individual's creative process. Responsible for the informational website development as well as Drawing Apprentice character design and animation. Website had strong focus in HCI and UI Design and was done with Parallax Scrolling. Character animation was done with Scalable Vector Graphics and JavaScript/JQuery.

Computational Play Research - Adam Lab (2015)

Performing data analysis on the computational play project and assisting with user experience and user interface design. Research done on play to develop agents that are able to engage in play with humans. Analyzed videos and determined a relationship between thinking and acting. Data was recorded in an interface that was developed with JavaScript/JQuery.

Web Design pages

Created interactive webpages of varying subjects. Web pages demonstrate knowledge in advanced HTML, CSS, JavaScript and several frameworks such as Bootstrap and JQuery.

Gameboy Game Development

Developed Gameboy games programmed in C language.

Nut Scavenger - A game designed for the player to collect all the acorns while avoiding enemies. It includes collision detection, sounds, animations, and various other effects. Graphics are created in Adobe Photoshop.

Shopping with Friends Application

Developed an Android app with a project group that can notify friends a recent sale item on his or her wish list. App is developed in Android Studio and created with object oriented design.

Programming with Scribbler Robots

Developed Python programming projects that control a Scribbler robot to perform various functions such as detecting a specific color and moving around an obstacle course.

Leadership Activities

I3 Experience - Outreach program for minorities at the

College of Computing (2013 - Present)

Guiding minority students from local schools in K-12 levels in hands-on learning activities, such as projects with arduino, app Inventor, etc., so they can have an early exposure to Computer Science. Facilitated and lectured in after school classes and special events.

Student Leader in Chi Alpha Campus Ministries (2013 - Present)

Assisted and participated in volunteer services and events each year.

Professional Skills and Tools

Programming

Java, Python, C

Markup and Web Development Languages

JavaScript/JQuery, HTML5, CSS3/Bootstrap/W3.css(learning), MySQL, PHP, LaTeX

Software/Tools

Eclipse, IntelliJ/Android Studio, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Inkscape, Microsoft Office Suite