

Nancy (Ye) Zhang

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Education

BS in Computer Science, Carnegie Mellon University Pittsburgh, PA

May 2020

Minor in History, QPA: 3.87/4.00

Selected Coursework

Introduction to Computer Systems, Parallel and Sequential Algorithms, Principles of Functional Programming, Great Theoretical Ideas in Computer Science

Projects

Hydrobowl

berrybus.github.io/hydrobowl

- ◇ Created an online Quiz Bowl studying tool that allows you to input questions and have them read back
- ◇ Utilized HTML, vanilla JavaScript, and Firebase

Tasukete Mommy

bernkasteru.itch.io/tasukete-mommy

- ◇ Developed a 2D platformer in GameMaker:Studio
- ◇ Drew all the assets with a combination of pixel and digital art

Free the UC Stones

logicalshark.github.io/freetheucstones/

- ◇ Designed a web app with functionality similar to Pokémon GO
- ◇ Utilized the Google Maps API, HTML, CSS, JavaScript
- ◇ Created all the art assets

Work Experience

Summer Undergraduate Research Fellowship Researcher

Summer 2017

Pittsburgh, PA

- ◇ Discovered novel roles of mouse visual cortex in visual acuity with Dr. Kuhlman and Alexander Swain
- ◇ Conducted behavioral experiments and managed colonies of mice
- ◇ Analyzed data with MATLAB and presented the figures

Laureate Institute for Brain Research Researcher

Summer 2016

Tulsa, OK

- ◇ Processed data for the Tulsa 1000 project in iMotions and MATLAB
- ◇ Designed a research survey for optimism bias

Tulsa Undergraduate Research Challenge Researcher

Summer 2015

University of Tulsa

- ◇ Processed and cataloged artifacts from Christiansted stump removal, then synthesized the data into a public outreach and information site
- ◇ Available at stcroixdan.es.weebly.com

Languages and Technologies

Languages C, SML, Python, Java, \LaTeX , ActionScript 2.0/3.0, CSS3/HTML, GML

Applications UNIX, GDB, Photoshop, Git, Vim, MATLAB, Flash, GameMaker, Windows

Miscellaneous Conversational French and Mandarin, pixel art