

Nancy (Ye) Zhang

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Education

Carnegie Mellon University *Pittsburgh, PA*

May 2020

BS in Computer Science, 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 *Pittsburgh, PA*

Summer 2017

Researcher

- 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 *Pittsburgh, PA*

Summer 2016

Researcher

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

Tulsa Undergraduate Research Challenge *Tulsa, OK*

Summer 2015

Researcher

- 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