

MOBILE
(408) 425 - 0601

EMAIL
billzhou@berkeley.edu

LOCATION
Berkeley, CA

WEBSITE
billzhou.me

Bill Zhou

Highlights

- Strong software engineering skills. Winner of Berkeley Skydeck's AR Pitch competition
- Strong teamwork/communication skills. Team lead of open sourced AR project.
- Solid academic background. Dean's Honor. Cal Alumni Scholar. National AP Scholar

EDUCATION

UC Berkeley
Computer Science
Class of 2018

GPA: 3.8
Relevant Coursework: Machine Learning (CS189), Natural Language Processing (INFO159)
Advanced Algorithms (CS170), Data Structures (CS61B), Machine Structures (CS61C)
Discrete Mathematics (CS70), Linear Algebra (MATH54)
Awards: Cal Alumni Scholarship, Dean's Honor (Top 4% of undergraduates)

PROFESSIONAL SKILLS

Languages

Java, C/C++, Python, Perl, SQL, HTML, CSS, PHP, Javascript

Platforms / Tools

Linux, Windows, Android, OpenCV, PCL, Spark, Tensorflow, CoreNLP, Maven, Docker,

WORK EXPERIENCE

SOFTWARE ENGINEERING
INTERN
Google
New York City, New York

- Member of the Local Discovery team developing unsupervised language models to capture latent sentiments in user reviews May 2017 - Aug 2017
- Developed deep neural network to featurize 5.5 million English review texts into continuous low dimensional vectors
- Increased Google Maps attribute coverage by 14 million across 400,000 unique businesses with vectorized user reviews as an additional inference signal
- Directly impacted the quality of local queries and related places

SOFTWARE ENGINEERING
INTERN
Salesforce
San Francisco, California

- Member of the Core Infrastructure team developing Salesforce's continuous deployment pipeline May 2016 - Aug 2016
- Implemented new delivery mechanism to prioritize the decompression order of artifacts based on change velocity
- Developed "linked containers" to share common dependencies between multiple application containers while maintaining mutual isolation
- Reduced Salesforce core app (9 GB) deploy time by 40%

RESEARCH FELLOW
Center for Augmented Cognition
UC Berkeley, California

- Performed graduate-level research under Dr. Allen Y. Yang to assemble a universal solution enabling human-computer interaction in augmented reality Aug 2015 - Present
- Principal architect of OpenARK, the first open sourced augmented reality SDK aimed at accelerating AR application development (augcog.berkeley.edu/OpenARK/html/index)
- Team lead in a interdisciplinary group of undergraduate and graduate researchers

PROJECTS

Pengram AR
C# / OpenCV/ Hololens

- Designed and developed a system that allows field technicians and remote experts to collaborate in real time through augmented reality
- Created a cross-platform application that enable users to virtually share their physical workspace
- Led user studies with Siemens, State Grid, and Honda, to understand their painpoints
- Winner of Berkeley Skydeck's AR Pitch competition and a \$10k grant package

OpenARK
(Augmented Reality Kit)
C++ / OpenCV / PCL

- Designed a suite of augmented reality algorithms to enable fluid human interaction with 3D holograms
- Developed real-time planar surface classification through delaunay triangulation of supervoxels (computes over 110 surface regression models per second).
- Enhanced finger tracking to operate under any lighting condition with false-positive interference
- Demo project created with OpenARK can be found on <http://billzhou.me/openark>

LEADERSHIP

PRESIDENT
Virtual Reality @ Berkeley
UC Berkeley, California

- Responsible for strategic decision in annual VR convention and development of Berkeley's first AR/VR class (EECS 198) 2016 - Present
- Worked to establish industry partnership with Intel, Oculus, Microsoft, Siemens, and DJI
- Past: VP of Operations, Director of Membership