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LOCATION
Berkeley, CA

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Bill Zhou

Highlights

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

EDUCATION

UC Berkeley
Computer Science
Class of 2019

GPA: 3.8
Relevant Coursework: Machine Learning (CS189), Natural Langauge 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, Git, Tensorflow, Maven, Docker

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN
Google
New York City, New York

May 2017 - Aug 2017

- Member of the Geo Local team developing unsupervised language models to understand latent sentiments in user reviews
- Developed deep neural network to featurize 5.5 million English review texts into continuous low dimensional vectors
- Increased attribute coverage in over 400,000 unique establishments using review vectors in existing inference pipelines
- Improvement in coverage impacts related places and relevance in local queries

SOFTWARE ENGINEERING INTERN
Salesforce
San Francisco, California

May 2016 - Aug 2016

- Member of the Core Infrastructure team developing Salesforce's continuous deployment pipeline
- 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

Aug 2015 - Present

- Performed graduate-level research under Dr. Allen Y. Yang to assemble a universal solution enabling human-computer interaction in augmented reality
- Principal architect of ***OpenARK***, the first open sourced augmented reality SDK aimed at accelerating AR application development
- Collaborated with a interdisciplinary team 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

2016 - Present

- Led cross functional teams to start a VR convention and develop curriculum for Berkeley's first AR/VR class (EECS 198)
- Worked to establish industry partnership with Intel, Oculus, Microsoft, Siemens, and DJI
- *Past: VP of Operations, Director of Membership*