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LOCATION
Berkeley, CA

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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
B.A. Computer Science

GPA: 3.8 — **Aug 2015- Present**
Relevant Coursework: Advanced Architecture and Systems (CS262), OS (CS162), Machine Learning (CS189), Natural Langauge Processing (INFO159), Algorithms (CS170)
Awards: Cal Alumni Scholarship, Dean's Honor (Top 4% of undergraduates)

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN
Facebook
Seattle, Washington

May 2018 - Aug 2018

- Member of the Search NLP team developing distributed memory capabilities
- Redesigned query expansion component to retrieve NLP models from distributed memory on demand rather than preload into local memory
- Diminished the network impact to +0.3 milliseconds through implementation of massively parallel processing and order agnostic pre-ranking
- Allowed Facebook Search to tailor to trending events within ~15 min rather than hours through enabling real time backend model hot swap

SOFTWARE ENGINEERING INTERN
Google
New York City, New York

May 2017 - Aug 2017

- Member of the Local Discovery team developing unsupervised language models to capture latent sentiments in user reviews
- 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

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%

PROJECTS

Pengram AR
C# / OpenCV/ Hololens
pengramar.com

- 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
- World Champion in Mixer Reality category in Microsoft Imagine Cup 2018

OpenARK (Augmented Reality Kit)
C++ / OpenCV / PCL
vivecenter.berkeley.edu

- 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
vr.berkeley.edu

Oct 2016 - May 2018

- Responsible for strategic decision in annual VR convention and development of 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*