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LOCATION
Berkeley, CA

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billzhou.me

Bill Zhou

Highlights

- Experience in applied software development. Key contributor to open source project.
- Strong teamwork/communication skills. Served in college and high school student government
- Solid academic background. Dean's Honor. Cal Alumni Scholar. National AP Scholar
- Table Tennis National Junior Team Member

EDUCATION

UC Berkeley
Computer Science
Class of 2018

GPA: 3.83
Relevant Coursework: Advanced Algorithms (CS170), Data Structures (CS61B), Discrete Mathematics and Probability Theory (CS70), Structure of Computer Programs (CS61A), Linear Algebra and Differential Equations (MATH54),
Awards: Cal Alumni Scholarship 2015, Dean's Honor (Top 4% of undergraduates)

PROFESSIONAL SKILLS

Languages — Java, C++, Python , SQL, HTML, CSS, PHP, Javascript

Platforms / Tools — Linux, Windows, Android, OpenCV, Qt, Numpy, Jenkins, Maven

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN
Salesforce Inc.
May 2016- Present

- Member of the Core Infrastructure Department
- Developed Salesforce's next generation continuous deployment pipeline to help engineers deploy highly resilient applications onto potentially unreliable public cloud infrastructure

RESEARCHER
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

PROJECTS

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

- Designed a suite of augmented reality algorithms to enable fluid human interaction with 3D holograms
- Innovated tactile feedback experience in augmented reality
- 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

Incremental Unzip Deployment Strategy
Java / Distributed Systems

- Analyzed origin of load balancer overstress during Salesforce's large product deployments
- Developed new mechanism to prioritize artifact decompression order. Expected to reduce load balancer stress by 30%
- Implemented new file organization structure on heterogeneous cloud servers to maintain failproof rollback and rollforward capabilities

Traffic Hazard Detection using In-Context Recognition
C++ / OpenCV / Qt

- Created cross-platform system capable of warning drivers of traffic hazards
- Rapidly classified road signs, vehicles, and pedestrians with contour shapes supported by Haar Cascade
- Recognized turn signal by analyzing periodic saturation and luminosity changes on identified vehicles
- Boosted accuracy by isolating areas of likely hazard occurrence based surrounding context

LEADERSHIP

DIRECTOR OF STRATEGY & OPERATION
Virtual Reality @ Berkeley
UC Berkeley, California
2016 - Present

- Responsible for aligning operational strategies with organizational goals
- Boosted membership and retention rate through diversifying focus from pure research to include art, storytelling, and animations
- Worked to establish partnership with Berkeley Center for Augmented Cognition and gain support from Microsoft, Siemens, and DJI

EVENT COORDINATOR
ASUC SUPERB
UC Berkeley, California
2015 - Present

- Planned university wide recreational events for students of UC Berkeley
- Worked with contractors to bring large scale games (i.e. laser tag) to campus
- Handled logistics for scheduling, costs, and equipment booking