

**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 2019

**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, Git, Tensorflow, Maven, Docker

## WORK EXPERIENCE

**SOFTWARE ENGINEERING  
INTERN**  
Google  
New York City, New York

- Member of the Geo Local 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 coverage by 14 million attributes across 400,000 unique businesses with vectorized user reviews as an additional inference signal
- Directly impacts quality of related places suggestions and local queries

**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
- 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*