Boyang 'Boe' Zhou

Seattle, WA | zby2003@cs.washington.edu | (206) 532-6907 | linkedin.com/in/zby2003 | boezzz.com

Education

University of Washington, Seattle, WA

Anticipated 3/2026

B.S. + M.S. Computer Science, Minor in Environmental Studies | GPA 3.96

Skills

Proficient programming languages: C++, C#, Java, Python

Other: Grant Writing, PyTorch, NumPy, Three.js, Unity, OpenCV, TensorFlow, Hugging Face, NERF, React, JavaScript, HTML, SQL, Linux, Git, Docker, OpenXR, Swift, R

Work experience

Software Engineering Intern

6/2023-9/2023

Hugsi | Bellevue, WA

• Integrated the OpenAI API into the Hugsi mobile app, developed using Flutter and connected to a NoSQL database, to achieve the functionality of generating personalized travel itineraries based on user preferences

Systems Administrator 6/2022-6/2023

Associated Students of the University of Washington (ASUW) | Seattle, WA

- Oversaw the full-stack development and maintenance of 7 internal and external websites (asuw.org) for the student government at the University of Washington, with the largest site topping **10K monthly accesses**
- Developed a tabulation software for ASUW election using C++, which has been used to cast over 30,000 votes

Computer Science Tutor

6/2022-8/2022

iD Tech Camp & Alexa Cafe, Internal Drive inc. | Seattle, WA

• Taught over 100 students (ages 7 to 17) about C# Programming, Game Development in Unity, JavaScript Programming, and other technical lessons, with a 92% student satisfaction rate

Research experience

Computer Vision/Augmented Reality Researcher

6/2022-Present

UW Reality Lab, Paul G. Allen School of Computer Science & Engineering | Seattle, WA

- Published a Second-author paper at SIGGRAPH 2024 "Generative keyframe interpolation with forward-backward consistency"
- Programmed a non-invasive spine movement tracking system in C# using real-time camera feed, and rendered the 3D graphics of bone structure using Unity
- Implemented an image-to-model pipeline in Python powered by U-Net, a Convolutional neural network, to reconstruct raw CT and MRI scans into annotated 3D meshes of the lumbar spine

Leadership experience

Grant and Project Coordinator

6/2023-Present

University of Washington Sustainability | Seattle, WA

- Manage and mentor **over 50** sustainability-related projects funded by the Campus Sustainability Fund, including solar infrastructures, transportation projects, and Environmental justice seminars
- Utilize an Excel-Python-based project management system to efficiently track project finances, staffing, and milestones,
 quantifying their impact on sustainability efforts through various metrics

President 11/2022-Present

Extended Reality Association at the University of Washington | Seattle, WA

- Lead a team of 6 officers and over 150 student and professional members to build an interdisciplinary Extended Reality community in the Seattle area through hosting technical workshops and speaker series
- Fundraised over \$65,000 in 2024 alone