

ZHUOYANG SUN

650-656-1629 | zysun1233@gmail.com | linkedin.com/Zhuoyangsun | github.com/boiled-fish

EDUCATION

Purdue University	Aug 2025 (Expected)
Master of Science in Computer Engineering & Computer Graphics (GPA: 3.95 / 4.00)	West Lafayette, IN
Tongji University	Jul 2023
Bachelor of Science in Computer Science (GPA: 89.00 / 95.00)	Shanghai, China

INTERNSHIP EXPERIENCE

Zoom	Jun 2024 – Aug 2024
QA Engineer Intern	Hangzhou, China
<ul style="list-style-type: none">Developed and implemented an automated testing pipeline for Zoom Docs using Python, Selenium, and GitLab CI, reducing manual testing efforts by 60% and increasing test coverage by 40%. This automation significantly decreased repetitive tasks such as creating, deleting, or modifying large numbers of documents.Authored over 50 test automation scripts in Jenkins, automating 30% of previous test scenarios, which enhanced test coverage, improved efficiency, and reduced human error in testing processes.Utilized Git for version control and collaborated with cross-functional teams through Confluence for documentation, ensuring clear communication of requirements among product managers and engineers across different locations (Hangzhou, Wuhan, San Jose). Effectively coordinated across different time zones and cultural contexts to align development and QA efforts.Conducted extensive API testing within a team of 30, using Jira to report and track over 150 bugs, detecting at least 1-3 bugs per test requirement. Contributed significantly to improving the overall stability and performance of the product.	
Ali Cloud	June 2022 – September 2022
Software Development Engineer Intern	Hangzhou, China
<ul style="list-style-type: none">Developed an innovative plugin for Greenplum (parallel PostgreSQL) to monitor database storage and alert administrators, preventing overflows and ensuring optimal performance.Collaborated with a team of 10 engineers to enhance the cloud database system, significantly improving column processing capabilities and user experience using C++, Python, and SQL.Optimized system performance by identifying bottlenecks with flame graphs, resolving issues like insufficient memory allocation and resource-intensive functions.	

ACADEMIC EXPERIENCE

Purdue University PIVIL	West Lafayette, IN
<ul style="list-style-type: none">First author of "LiDAR-Forest Dataset" published in IEEE VR 2024, featuring 50 forest types and over 100 tree species.Developed a high-fidelity LiDAR simulation in C++ using Unreal Engine 5, enhancing realism and accuracy for virtual forestry scanning.Collaborated with a multidisciplinary team to innovate simulation techniques and data acquisition methods.	
FNAF 5 Fan Game Project	Oct 2023 – Nov 2023
Game Developer	West Lafayette, IN
<ul style="list-style-type: none">Developed a game inspired by <i>Five Nights at Freddy's 5</i> for PC and Quest 3 VR using C++, OpenGL, and OpenXR.Implemented core game logic and scene management, including dynamic states, AI behaviors, and a JSON-based configuration system for dynamic game settings.Utilized OpenGL and GLSL for rendering and shader management to create visually engaging graphics.Integrated VR controls for Quest 3 using OpenXR, enhancing player immersion and interaction.	

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, C++, C#, R, PHP, Golang
Technologies: AWS EC2, AWS S3 Bucket, Angular, Confluence, CUDA, Docker, Elasticsearch, Flask, Git, GitLab CI, GLSL, Grafana, Greenplum, GNU Debugger (GDB), Jenkins, Jira, JSON, Kubernetes (K8s), LangChain, Linux, Microsoft SQL Server, Microsoft Visual Studio, MongoDB, MySQL, Node.js, OpenGL, OpenXR, PostgreSQL, Pytest, PyTorch, React, Selenium, Spring Boot, Tableau, Unreal Engine 5, Vim, Vue.js