

BRADY ZHOU

PROGRAMMER

CONTACT

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Philadelphia, PA, 19149

SKILLS

Java
Python
JavaScript
SQL
React.js
MongoDB
C
C#
HTML
CSS


EDUCATION

BSE in Computer Science
University of Pennsylvania
2021-2025

Relevant Coursework:

- Programming Languages and Techniques I
- Programming Languages and Techniques II
- Introduction to Computer Systems
- Introduction to Algorithms
- Database and Information Systems

LANGUAGES

English 

Chinese 

LINKS

<https://bradyz314.github.io/>
[linkedin.com/in/brady-zhou](https://www.linkedin.com/in/brady-zhou)
github.com/bradyz314

PROFILE

Detail-oriented, organized and meticulous. Works at fast pace to meet tight deadlines. Enthusiastic team player ready to contribute to company success.

WORK EXPERIENCE

Student Technology Support Specialist

University of Pennsylvania

September 2023 - Present

- Provide technological support services and troubleshooting to students
- Quickly respond to support tickets
- Effectively communicate with users about resolution progress

BLI Instructor

Steppingstone Scholars

June 2022 - August 2022

- Introduced Java to a class of 20 students
- Methodically planned and executed lessons, taking into account student feedback and progress
- Tracked student progress, frequently checking in with struggling students and identifying root causes of problems.
- Created various activities to engage with students
- Helped students navigate their final projects, consisting of simple animations and games

Crew Member

Dunkin Donuts

June 2021 - August 2021

- Provided swift and friendly customer service to 100+ customers a day
- Worked well with teammates and accepted coaching from management team
- Attended the cash register with all cash and credit transactions
- Cleaned store and work areas
- Counted and balanced registers upon closing

PROJECTS

Collow - Co-Creator

- Built a full-stack website that allows users to find their ideal county by examining various data metrics
- Used JavaScript and React.js to create an interactive and stylish UI
- Used SQL and Node.js to efficiently query for relevant information

Duck Domination - Creator

- Used Unity and C# to create a simple topdown 2D action-rougelite game

Virtual Mouse - Creator

- Used OpenCV and Mediapipe to analyze the user's hand gestures and map them to various computer actions