



Brian Zhang

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Skills

Programming Languages

Java Strong
C/C++

Python Intermediate
HTML/CSS
Javascript

Assembly Fairly Used
Netlogo
Scheme

Technologies Used

Flask, jQuery, Firebase, Unix/
Linux, Unreal Engine 4,
AngularJS, MongoDB, Android,
flex, bison, regex, Retrofit

Knowledge of data structures
and search/sort algorithms;
Intermediate understanding of
higher-level and theoretical CS
(machine learning, genetic
algorithms, computer vision)

Academic

Knowledge of classical
mechanics & applications
through engineering (Robotics,
bridge rectifiers, pulse-width
modulation)

Current Coursework

Software Engineering
Operating Systems

Past Coursework

Intro to EE
Intro to Programming
Data Structures/Algorithms
Discrete Math
Linear Algebra/Multi/Diff Eq.
Intro to Java/Networks/
Threads
Professional C++
Intro to Games Programming
Algorithms
Computer Architecture
Game Engines
Building a Tech Startup
Artificial Intelligence

Education

University of Southern California

Computer Science, expected May 2017 graduation

Stony Brook University

Electrical Engineering

Stuyvesant High School

Regents Honors Diploma

Los Angeles, CA

2014–Current

Stony Brook, NY

2013 – 2014

New York, NY

2009 – 2013

Projects

Borrow Tomorrow (WIP) | Software

January 2016 – May 2016

Built an online peer-to-peer borrowing/lending service, aimed at enabling the mostly untouched shared-items economy.

Jauntlet | Software

November 2015 – December 2015

Built a game from scratch using C++11 and the Unreal Engine. I focused on character movement, and general game logic, but still moved between all aspects of the project including getting character meshes and setting up the gameplay map.

Portal Immersion | Hardware + Software

November 2014

Used Kinect, Oculus Rift, and Myo to create a hyper-realistic virtual gaming experience. I primarily worked on the Kinect for movement and gesture control.

Myo: Fighter of the Streets | Hardware + Software

October 2014

Calhacks 2014. Created a control system for Street Fighter II using Myo armband from Thalmic Labs in a team of 3. Game performs actions based on motion and gesture inputs.

Loudspkr | Software

April 2014

Created at HackNY 2014 in 24 hours in a team of 4. Allows the user to join a regional chatroom based on nearest foursquare venue. Technologies used: Foursquare API, Python, Flask, HTML, jQuery, Javascript, Firebase.

Facial Recognition Sentry Gun | Hardware + Software

February 2014

Modded a standard automatic nerf gun with 3 other students at HackCooper 2014. Uses OpenCV and an arduino-controlled stepper motor for detecting faces and aligning the gun's camera.

Web Explorer | Software

June 2013

High school software development class group final project. Created a physics engine using Javascript & jQuery to transform any webpage into a 2D platforming game.

Presented at Google HQ in NYC in June 2013. Presented at NYTM in July 2013.

Experience

Expedia, Inc. | Software Engineering Intern

San Francisco
June 2016 – August 2016

Hotwire Transport team. Developing a new, core transport stack for the Android Application.

USC Robotics Research Lab | Research Assistant

Los Angeles
March 2016 – May 2016

Built and optimized code with Kinect and the CLM-framework to develop a system that tracks detailed sensory information to enable research.

Fashion & People | Software Engineering Intern

Los Angeles
January 2016 – February 2016

Full-stack developer. Worked on building various new pages for the website using agile development methods.

MixSpot | Software Engineering Intern

New York
July 2015 – August 2015

Performed full-stack development to create a mobile-optimized news website.

Octopart | Software Engineering Intern

New York
September 2014 – October 2014

Contracted, part time job developing rules for a regex engine to classify large quantities of electronic parts.