



Brian Zhang

917 526 9663
bzhang1670@gmail.com
brianzhang.io

Skills

Programming Languages

Java Strong
C++

Python Intermediate
HTML/CSS
Javascript
C

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

Experience

Expedia, Inc. | Software Engineering Intern

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

San Francisco
June 2016 – August 2016

USC Robotics Research Lab | Research Assistant

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

Los Angeles
March 2016 – May 2016

Fashion & People | Software Engineering Intern

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

Los Angeles
January 2016 – February 2016

MixSpot | Software Engineering Intern

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

New York
July 2015 – August 2015

Octopart | Software Engineering Intern

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

New York
September 2014 – October 2014

Projects

Borrow Tomorrow (WIP) | Software

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

January 2016 – May 2016

Jauntlet | Software

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.

November 2015 – December 2015

Portal Immersion | Hardware + Software

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.

November 2014

Myo: Fighter of the Streets | Hardware + Software

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.

October 2014

Loudspkr | Software

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.

April 2014

Facial Recognition Sentry Gun | Hardware + Software

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.

February 2014

Web Explorer | Software

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

June 2013

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