



Brian Zhang

917 526 9663
bzhang1670@gmail.com
brianzhang.io

Skills

Programming Languages

Java Strong
C++

Python Intermediate
HTML/CSS
Javascript
C
Shell

Kotlin Familiar
Assembly
Netlogo
Scheme

Technologies Used

AWS, Docker, Kubernetes,
Teamcity, Flask, jQuery,
Firebase, Unix/ Linux, Unreal
Engine 4, AngularJS,
MongoDB, Android, flex,
bison, regex, Retrofit, CLM

Completed Coursework

Linear Algebra/Multi/Diff Eq.
Professional C++
Intro to Games. Programming
Computer Architecture
Game Engines
Building a Tech Startup
Artificial Intelligence
Software Engineering
Operating Systems
Compilers Development

Education

University of Southern California

Computer Science, B.S.

Stuyvesant High School

Regents Honors Diploma

Los Angeles, CA

Aug '14 – May '17

New York, NY

Sep '09 – Jun '13

Experience

Appdynamics, Inc. | SDE III

Nov '18 – Current

Software engineer on the apm java agent team.

// Cross-collaborated with several teams to extend or deliver new products.

// Developed new, leading RASP-agent solution (SecureApp)

// Automated agent distribution and performance testing processes

Expedia Group | SDE

Jul '17 – Sep '18

Software engineer on the Hotwire Android team.

// Lead the development of user-drawn map polygons to improve client
querying experience.

// Architected global in-app alert system to deliver real-time updates to
customers, increasing customer conversion rate.

USC Aerial Robotics | SDE

Sep '16 – May '17

Software engineer on the USC Aerial Robotics (AR) Computer Vision team.

Used OpenCV to detect moving roombas and shepherd them over a finish line
for the International AR Competition.

Expedia, Inc. | SDE Intern

Jun '16 – Aug '16

Hotwire Transport team. Developed a new, core transport stack for the Android
App using Retrofit and the Expedia API. Completed requirements for a 10
week project in 3 weeks and I designed my own deliverables thereafter.

USC Robotics Research Lab | Research Assistant

Mar '16 – May '16

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

Fashion & People | SDE Intern

Jan '16 – Feb '16

Full-stack developer. Built various new web pages in HTML, CSS, and
Javascript/AngularJS using agile development methods.

Projects

Cause Bar | Firebase, D3, Square, IBM Bluemix

Nov '16

Sentiment analyzer for charities, so donors can make better informed decisions about donating to charities. Built on Firebase, D3, Square, and IBM Bluemix.

Borrow Tomorrow | Ruby on Rails

Jan' 16 – May '16

Online peer-to-peer borrowing/lending service using Ruby on Rails, aimed at enabling the mostly untouched shared-items economy.

Jauntlet | C++11, Unreal Engine

Nov' 15 – Dec '15

Jousting game built 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.

Myo: Fighter of the Streets | Myo, C++

Oct '14

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

Facial Recognition Sentry Gun | OpenCV, Arduino

Feb '14

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

Web Explorer | Javascript, jQuery

Jun '13

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