



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 4/5,
AngularJS, MongoDB, Android,
flex, bison

Knowledge of data structures
and search/sort algorithms,
regular expressions;
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:

Game Engines
Building a Tech Startup
Artificial Intelligence
(Surveying) 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

Education

University of Southern California

Computer Science

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

Jauntlet | Software

November 2015

Built a game from scratch using C++11 and the Unreal Engine. I worked primarily on character movement, and general game logic, but still moved between all aspects of the project including getting character meshes and setting up the 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 from the Myo. Uses the Myo API (C++) and Objective-C.

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 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

Fashion & People | Software Developer

Los Angeles

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

January 2016 – Current

MixSpot | Software Developer

New York

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

July 2015 – August 2015

Viterbi Mobile Web Developer | Programmer

University of Southern California

Headed (solo) mini-projects on various components of the Viterbi website, from integrating Instagram/Twitter/RSS feeds to optimizing the mobile website.

September 2014 – December 2014

MIT Zero Robotics | Programmer

Stuyvesant High School

Wrote simulation software for the MIT "Spheres" that were ultimately simulated on the International Space Station.

September 2011 – December 2011

Math Team | Competitor

Stuyvesant High School

Participated in various math competitions/contests. (AMC, AIME, Mandelbrot, NYCIML, NYSML, etc).

September 2009 – June 2013

FIRST Robotics | Engineer

Stuyvesant High School

Built robots from scratch for the FTC Robotics team (both programming/constructing the robot) to compete in the FIRST Robotics Challenge. The overall team competed nationally for all 4 years from 2009-2013.

October 2009 – June 2013

Stony Brook Computing Society | Member

Stony Brook University

October 2013 – May 2014