BZ

Brian Zhang

917 526 9663
bzhang1670@gmail.com
brianzhang.io

Skills

Programming
Java
Python/Flask
HTML/CSS
Javascript/jQuery
Firebase
C/C++
Assembly
Linux
Netlogo
Scheme

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

Academic
Electrical Engineering, Physics, High Level Math (through Differential Equations & Linear Algebra)**;**

Explored number theory, graph theory, etc. Knowledge of classical mechanics & applications through engineering (Robotics, bridge rectifiers, pulse-width modulation)

Other
GIMP, Video Editing (Final Cut Pro)

Education

University of Southern California — Los Angeles, CA
Computer Science — 2014–Current
Stony Brook University — Stony Brook, NY
Electrical Engineering — 2013 – 2014
Stuyvesant High School — New York, NY
Regents Honors Diploma — 2009 – 2013

Projects

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.

The Story of an Artist: Chris Soria | Video — March 2013 – May 2013
Worked in a team of 4 in a video production class to create a documentary for Chris Soria, a New York City based muralist.

Experience

Viterbi Mobile Web Developer | Programmer — University of Southern California
September 2014 – December 2014

Stony Brook Computing Society | Member — Stony Brook University
October 2013 – May 2014

Math Club | Member — Stony Brook University
August 2013 – May 2014

FIRST Robotics | Engineer — Stuyvesant High School
October 2009 – June 2013

MIT Zero Robotics | Programmer — Stuyvesant High School
September 2011 – December 2011

Math Team | Competitor — Stuyvesant High School
September 2009 – June 2013