



## Brian Zhang

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## 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 and 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)

### Relevant Coursework

**CSCI** 103, 104, 170, 201, 270;  
**ITP** 380, 435

## 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

### 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

### MixSpot | Software Developer

New York

July 2015 – August 2015

### 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