

# Bradley Zhu

Fourth-year Student Attending [University of California - Los Angeles](#)  
Computer Science B.S.

Expected Graduation: **March 2019** (planning on pursuing a Masters)  
Current Gpa: 3.67/4.00; Upper Division GPA: 3.77/4.00

## EXPERIENCE

### Software Developer at Netease NA — Intern

June 2018 - September 2018

Used Python to create internal tools such as player data tracking and management in the game Crusaders Of Light. Also used the Flask microenvironment, Docker, and the Jenkins pipeline.

### Programmer at UCLA External Affairs — Part-time

October 2017 - June 2018

Used React.js and Node.js to rebuild existing websites as single page applications. Worked on the UCLA Alumni site.

### Software Developer at Datang NXP — Intern

July 2017 - September 2017

Used Labview to design and develop an application to read and display signals including temperature, voltage, and impedance for an automobile Battery Management System.

### Software Developer at TechExcel — Intern

June 2016 - August 2016

Collaborated with a team using C++ inside of the Qt development framework to create a cross-platform version application for users to create and present slideshows. Experienced industrial level team cooperation, code review process, and version control system.

## PROJECTS

### Campus Cow (<https://github.com/bzhuka/CampusCow>)

My team used Java in Android Studios to create the client and Python with the Flask microframework to create the server for a mobile Android game. This project utilized GPS, and 4G in order for users to interact with each other based on location in real time.

### Easy Screenshots (<https://github.com/bzhuka/Screenshots>)

I used C++ with the Qt development framework to create a cross-platform application which enables users to easily take, do basic graphic modifications on, and upload screenshots.

### AAssassins (<https://github.com/bzhuka/AAssassins>)

I used Python to create scripts in order to facilitate managing the game Assassins. My script assigns targets, kills targets, keeps track of classes, and sends emails whenever someone's targets changes.

### Orchestrate (<https://github.com/nicklin37/HOTHIV2018>)

My team won Best Web Application in a hackathon with a program that can add background music to vocals. I handled generating the background music using Python audio libraries and also putting the different components of the project together using bash and pipelines.

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<https://github.com/bzhuka>

[bzh.me](http://bzh.me)

## LANGUAGES

**Proficient:** C++, Java, Python,  
HTML, CSS, Javascript, MySQL

**Comfortable:** C, PHP, OCaml, Git,  
Verilog, Labview

## SKILLS

Experience using C++.

Experience using both Python 2.7  
and Python 3.6.

Experience using Java  
-as well as Android Studio.

Experience using C.

Experience using HTML, CSS,  
Javascript, PHP, and SQL.

English: Native; Mandarin: Fluent

## COURSEWORK

**Completed:** Introduction to C++,  
Software Construction Lab,  
Operating Systems, Networks  
(Physical Layer), Logic Design,  
Computer Architecture, Digital  
Design Lab, Algorithms,  
Programming Languages,  
Databases, Algorithms in  
Bioinformatics

**In Progress:** Web Applications,  
Software Engineering

## AWARDS/HONORS

Upsilon Pi Epsilon,  
CA Beta Chapter - UCLA

**National Honor Roll of  
Distinction** - within the top 1% in  
the AMC (American Mathematics  
Competition) and qualified for  
AIME

**Congressional Award Gold Medal**  
I wrote a novel, ran daily, and did  
over 900 hours of community