Bradley Zhu

Third-year Student Attending **University of California - Los Angeles**
Computer Science B.S.
Expected Graduation: **March 2019**
Current Gpa: 3.64/4.00, Dean's Honor List Winter 2016

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EXPERIENCE

Programmer at UCLA External Affairs, LA— *Part-time*

October 2017 - present

Developed websites using HTML, CSS, and Javascript. Used React.js to update and rebuild existing websites. Currently working on the UCLA Alumni site.

Software Developer at Datang NXP, Shanghai— *Intern*

July 2017 - September 2017

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

Software Developer at TechExcel, Lafayette— *Intern*

June 2016 - August 2016

Collaborated with a team of four using C++ inside of the Qt development framework to create a cross-platform version of IdeaSync: an application for users to easily and quickly create and present slideshows. I experienced industrial level team cooperation, code review process, and version control system.

PROJECTS

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

My team of three 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 used 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 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 with a program that can add background music to vocals. I handled the generating of the background music.

Teradata Hackathon   (https://github.com/bzhuka/TeraML)

My team won third place for creating a tool that can visualize, compress, and analyze data using machine learning in Python .

LANGUAGES

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

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

SKILLS

Experience using C++ in Qt, Visual Studios, and no IDE.

Experience using Java in Android Studio and Eclipse.

Experience using C with gcc.

Experience using HTML, CSS, Javascript, and PHP.

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

In Progress: Algorithms in Bioinformatics, Management

CLUBS

ACM - Part of the AI group
IEEE - Part of the C3 group

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