Bradley Zhu

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bzhu.me

Fourth-year Student Attending **University of California - Los Angeles**

Henry Samueli School of Engineering, Computer Science B.S.

Expected Graduation: **June 2019**

Current Gpa: 3.69/4.00; Upper Division GPA: 3.74/4.00

EXPERIENCE

Software Developer at Netease NA — *Intern*

June 2018 - September 2018

Developed internal tools such as player data tracking and data management in the game Crusaders Of Light by using Python, the Flask microenvironment, Docker, and the Jenkins pipeline.

Programmer at UCLA External Affairs — *Part-time*

October 2017 - June 2018

Rebuilt websites as single page applications using React.js and Node.js. Responsible for updating and maintaining UCLA Alumni site.

Software Developer at Datang NXP — *Intern*

July 2017 - September 2017

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

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

Fishing   (https://github.com/ucla-fa18-cs174a/term-project-group-47)

My team and I made a game based on Wii Fishing. We used tiny-graphics, an open-source javascript graphics library created by our teaching assistant, Garett Ridge. I was responsible for programming the fragment and vertex shaders for the shadows and helping program some gameplay logic such as movement of fish.

Pic It!   (https://github.com/brianc725/LAHacks2018)

My team and I made an app, Pic It!, which facilitates picking a place to eat for a group of users. We used Android Studios for the Client and Firebase for the server. I primarily worked on the client, specifically on making all the different pages of the app work together correctly and using the Google Maps API.

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

My team designed and launched a mobile Android game using Android Studios for the client and the Flask microframework for the server. I handled the logic for storing the locations of everyone on our server and updating maps accordingly.

MeetMe   (https://github.com/Alee4738/meetme)

My team and I made Meetme, an android application that makes it easy to coordinate events with other people and helps keep you on time. We used Android Studios for the client and Firebase for the server. I mainly worked on intelligent notifications, which would use Google Routes API to calculate ETA and notify you when you would need to leave to make it to your meetup on time.

SKILLS

Proficient:

- C++
- Java
- Python
- HTML + CSS
- Javascript
- MySQL

Comfortable:

- C
- PHP
- Git
- Verilog
- Labview

COURSEWORK

Completed:

- Software Construction Lab
- Operating Systems
- Networks (Physical Layer)
- Logic Design
- Computer Architecture
- Digital Design Lab
- Algorithms
- Programming Languages
- Databases
- Algorithms in Bioinformatics
- Web Applications
- Software Engineering
- Datamining

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