

Bradley Zhu

Fourth-year Student Attending [University of California - Los Angeles](#)

Henry Samueli School of Engineering, 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

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

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

My team designed and launched a mobile Android game by using Java in Android Studios to create the client and Python with the Flask microframework to create the server. This project utilized GPS and 4G 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 created Python 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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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