David Zhang

Contact

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Education

Bachelor of Science, Computer Science

University of California, Riverside

Expected Graduation: Spring 2018

GPA: 3.5

Technical Skills

Languages

C++ | C# | C | Java | HTML | CSS | Javascript

Tools

Android Studio | Atmel Studio | Vim | Unity | Unreal Engine | Firebase | Shell

OS

Windows | Linux

Coursework

Software Construction

Data Structures and Algorithms

Discrete Structures

Automata and Finite Languages

Work Experience

Programmer, UCR Brain Game Center (April 2016 – Present)

- Currently programming a 3D simulation catered towards people with audio deficiencies in C#
- Restructured the project in terms on how to generate the simulation's map, obstacles, and sounds to make the code easier to manage
- Added new features like crystal generation, achievements, and modified existing features

Projects

Spantastic, Mind & Body VR Hackathon (July 2016)

Programmer

- Won second place at a hackathon based on creating a virtual reality experience to improve one's health using the HTC Vive in C#
- Assisted in creating a memory span task experience by implementing the memory objects and the visualization of the simulation

Spirit Runner, ACM (August 2015 – June 2016)

Project Leader and Programmer

- Endless runner game in Unreal Engine 4 coded in Blueprints
- Added different obstacles to the game, created the obstacle spawning algorithm, implemented the UI, worked on the physics, and fixed bugs
- Managed team members and jobs to move project closer to completion

TempEnsure, UC Santa Barbara Hackathon (April 2016)

Programmer

- Qualified to be a finalist for an Android application using thermal imaging technology API using Firebase
- Compiled patient data into the database and implemented real time temperature tracking

Cheshire's Game, ACM (November 2014 – May 2015)

Project Leader and Lead Programmer

- Managed programmers for a text based-role playing game made in C++
- Implemented decision making, dialogue, menus, player interaction, compiled members' code, and fixed bugs
- Showcased game to largest computer science organization on campus and won project of the year

Membership

Vice President, Gamespawn (April 2016 – Present)

- Previously a workshop coordinator who created and facilitated workshops that helped students learn game development
- Now oversees several officers in club's internal affairs such as workshop development, project coordination, and events

Mentor, ACM at UCR (October 2015 – Present)

- Assisted students and provided advice for the development of their projects