

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 | Visual Studio | Eclipse | Vim |

Unity | Unreal Engine | Firebase | Shell | AWS Lambda | DynamoDB | API Gateway

OS

Windows | Linux

Coursework

Software Construction

Data Structures and Algorithms

Discrete Structures

Automata and Finite Languages

Work Experience

SDE Intern, Amazon.com Inc. (June 2017 – September 2017)

- Created a service that transforms inventory plans from one format to another format to provide internal teams with customizable plans
- Utilized multiple services to store business rules needed for transformation and perform the transformation asynchronously
- Wrote comprehensive implementation, documentation and designs for team members to build upon the project

Programmer, UCR Brain Game Center (April 2016 – April 2017)

- Programmed a 3D simulation catered towards people with audio deficiencies in C# released on the iOS platform call Listen
- Restructured the project for manageability in terms on how to generate the simulation's map, obstacles, and sounds
- Added new features such as crystal generation, achievements, and modified existing features to improve the simulation's functionality

Projects

Alexa Rice Cooker, CalPoly Hackathon (February 2017)

Programmer and Designer

- Placed third place for creating an automated rice cooker controlled by Alexa, Arduino, and Particle
- Designed the project, created the voice commands for Alexa, and handled communications between Alexa and Arduino hardware

CNC, GamespawN (June 2016 – May 2017)

Project Leader and Lead Programmer

- Led a team of programmers, designers, and artists in a 2D mini game project through meetings and planning
- Coded the base structure of the game, created templates for programmers to make their mini games, and facilitated all members through mentorship and discussions

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

TempEnsure, UCSB 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

Leadership

Vice President, GamespawN (April 2015 – June 2017)

- Oversaw officers in club's internal affairs such as workshops, project coordination, and events in a game development club