

# Goldie Zhu

Full Stack Developer, User-Centered UX Researcher

Lafayette, CA, U.S.A.  
goldiezhu.github.io/  
goldie.zhu@mail.utoronto.ca  
925.660.2568

## Education

**University of Toronto** *Bachelor of Information*

Toronto, Canada | April 2022 (Expected) | GPA: 3.88/4.0

Relevant Coursework:

Information Design Studio I: How to make a Computer  
Information Design Studio II: How to Design  
Information Design Studio III: Design Interactive Systems

**Tsinghua University** *B.S. in Computer Science*

Beijing, China | August 2018 - June 2020

Relevant Coursework:

Fundamentals of Programming, Object-Oriented  
Programming, Human Computer Interaction, Calculus A,  
Linear Algebra, Discrete Mathematics, Statistics

## Skills

### Programming Languages:

C / C++  
HTML  
Javascript  
Python  
PostgreSQL

### Programming Tools:

pgAdmin4  
Node.js  
Visual Studio  
VS Code  
Qt

### UI/UX Skills:

Prototyping  
Wireframing  
UX Research  
Personas

### UI/UX Tools:

Photoshop  
Figma  
Balsamiq  
Mural

### Languages:

English, Chinese

## Experience

### eMapGo — Big Data Intern

Leading Map Company in Beijing, China | Jun. - Aug. 2019

Keywords: Programming, Data Visualization, Research

- Worked with large amounts of coordinate data and car metadata collected from the in-car navigation systems (OEM) of partner automobile companies.
- Processed big data to recreate car trips, used to identify highly traveled roads, new roads, and new areas of development for their GPS software.
- Compiled thorough reports from my research and analysis on how to utilize big data to create desired new software functions, such as advances in autonomous driving functions.

### California Assemblywoman — Political Intern

District 14 Susan Bonilla | Concord, CA, U.S.A. | Jun. - Jul. 2015

Keywords: High Volume Client Facing Work, Data Entry

- Communicated directly with constituents through emails and phone calls. Commended for hard work and efficiency after I cleared months of data backlog in less than a month.

## Projects

### Client-Server Multiplayer Chess

Beijing, China | Jul. 2019

- Used Object Oriented Programming to create a Multiplayer Chess game in C/C++.
- Using TCP Server-Client communication, players can access games from different computers.

### Eco Site

Los Altos Hacks III | Los Altos, CA, U.S.A. | Mar. 2018

- Coded an unpublished website to raise awareness on environmental issues using HTML and JavaScript.

### Hydrogen Horizon Automobile Challenge

Moraga, CA, U.S.A. | Dec. 2017 - Feb. 2018

- Assisted Campolindo Team in assembling a hydrogen fuel cell car to participate in a Toyota sponsored racing competition.

Design Portfolio