

H. DAVID ZHU

E: Human Centered Software Design and Development

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> EDUCATION

Franklin W. Olin College of Engineering

Class of 2017

Engineering: HC Software Design | GPA 3.87

University of North Texas

Fall 2010 - May 2012

Texas Academy of Math and Science | GPA 4.0

> EXPERIENCE

WORK

Fall 2015

Software
Engineering Intern

PillPack

Built in-house software improving customer experience. My main contributions are in front-end and API work. Primarily worked in a 4-person feature team to deliver new services for our pharmacies.

Summer 2015

Software
Developer Intern

Involution Studios

Built the foundation for an intelligent health assistant called Pearl. Pearl is an open-source system of software that manages your health through conversational UI rather than the traditional GUI. Main contributions are in the creation of the front-end, utilities, and general system design.

Summer 2013 - 2014

Microbiology
Research Intern

Huang Lab at Olin College of Engineering

To understand how anaerobic bacterial communities function for things such as nitrogen fixation (plant food), I cultivated thousands of subcultures with LEDs under the direction of Professor Jean Huang, which I then analyzed through various computational bioinformatics methods.

ACADEMIC

Spring 2015

Team
Member

OlinJS: Creating oBay for Olin

(Team of 5) oBay is a marketplace web app inspired by Ebay - built for student use at Olin College. My primary focus was on front-end Backbone development and back-end integration.

Fall 2014

Team
Member

Human Factors and Interface Design: Maven

(Team of 4) Created an interface for a webapp that brings together curious users with knowledgeable others to spark conversations through video. Researched users, built wireframes and paper prototypes, and created the functional prototype using AngularJS.

Fall 2014

Team
Member

Mobile Prototyping: Save the Children India | Fall 2014

(Team of 3) Integrated Android communications with a Node server and a Mongo database. This app helps organizers at STC:India train volunteer tutors so that they are capable of teaching students in need.

Spring 2014

Team
Member

User Oriented Collaborative Design: PuzzleGrounds

(Team of 5) Studied and designed for a user group that has strong interests in creating / solving mechanical puzzles. My main contributions included conducting multiple user research visits and interviews, systematic idea generation, and final proposal refinement and presentation.

Fall 2013

Team
Member

Principles of Engineering: AutoSchematic

(Team of 4) Managed and designed an automatic wire stripper/cutter/bender that dispenses wires for pre-designed circuit schematics using Fritzing. Designed and created rapid prototypes of the physical product, producing a physical system students can use effectively.

OTHER

2014 - 2015

Publicity
Commissioner

SERV: Olin's Community Service Organization

Managed all external publicity for the community service organization. I designed all adverts for volunteering events and made sure social media is punctually and successfully made.

> SKILLS

DESIGN

- 1.5 yrs experience in User research, Rapid Prototyping
- Illustrator, InDesign, Photoshop

SOFTWARE

- 2 yrs experience in Javascript & Node
- Familiarity w/ Java & Android, Ruby, R

GENERAL

- Multiple long-term (5+ weeks) team projects throughout work and college
- Familiarity w/ Agile, Git flow, team tasking