

Jiawei Zhao

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SUMMARY

Quick learning, passionate about problem solving, eager to learn, good communicator. Skilled in Designing, Programming, Testing and Debugging. Experiences in **Web development, Mobile App development, Database management, Artificial Intelligence (Pacman Project), Video Game Design, Big Data and Cloud Computing, System Security.**

Skills

Programming (JAVA(3+yrs), Python(1+yr), JavaScript(2+yrs), C++(1+yrs), swift(1+yr))
3D MODELING & ANIMATION (MAYA, ZBrush, Adobe Suite)
Game Dev (Unreal, OpenGL)

Work Experience

WUSTL Office of Public Affairs, Intern, St. Louis, MO Summer 2018

- Wrote plugins that filters, sanitizes and parses user inputs as WordPress Formidable Form and submit it via remote JSON to a web service.

Algorithm and Data structure Teaching Assistant, WUSTL, St. Louis, MO Fall 2019

- Held office hours to help students with course work, grade homework and exams.

Projects

2D Platformer in Unreal Engine 4

- Led a 3-member game development team.
- Hand-drawn all the pixel arts.
- Programed the main character's and NPC's actions and responses.

Online Movie Search App

- Designed and programmed an iOS movie search app that fetches real time movies related data from TMDB using the TMDB API asynchronously.

Online Graphing Engine

- Designed and programmed an online collaborative graph coding application using AngularJS, NodeJS (Express), socket.io, mongoDB, Redis, Nginx and Docker container.
- This website is full-featured version with both front-end and back-end development.

Real-Time Weather Big-Data Processing System

- Designed and programmed a real-time system displaying the temperature map of certain district using Kafka, HBase, Spark, Zookeeper and NodeJS.

Education

Purdue University, West Lafayette, IN

Aug 2013 - May 2017

BS in Computer Graphics Technology

GPA - 3.45/4.00

Washington University in St. Louis, St. Louis, MO

Jan 2018 - Dec 2019

MS in Computer Science

GPA - 3.52/4.00