

Zhennan Zhou

206-399-7884 | zhouz46@uw.edu
in LinkedIn | 🐙 johnnzhou.github.io

EDUCATION

University of Washington

Seattle, WA

Bachelor of Science in Computer Science

Sept. 2017 – June 2021

- Cumulative GPA: 3.90/4.0 | Annual Dean's List for 3 consecutive years
- Selected Courses: HCI Capstone | Data Structures and Parallelism | Software Design and Implementation | Database Management | Computer Security | Intro to HCI | Foundation of Computing I, II | Hardware & Software Interfaces | Design and Analysis of Algorithm | Interaction Programming
- Courses In Progress: Software Engineering, Computer Networks

RESEARCH & WORK EXPERIENCE

Paul G. Allen School of Computer Science & Engineering

Mar. 2021 - Present

Undergraduate Teaching Assistant(CSE344 Intro to Databases)

Seattle, WA

- Led weekly quiz sections and facilitated group discussions with 30+ students with a partner.
- Held weekly office hours to answer students' questions and graded students' assignments and exams.

Local Connectivity Lab(Seattle Community Cellular Network 🐙)

Jan. 2021 - Present

Undergraduate Research Assistant (Supervised by Prof. Kurtis Heimerl and PhD Esther Jang)

Seattle, WA

- Improve the community cellular network conditions for populations in low-income regions in local Seattle area.
- Develop and deploy an online ticketing system to enhance the processing efficiency for local residents.
- Develop and deploy multi-functional slackbots to automate tasks and improve efficiency for community members.

Human-Centered Design & Engineering Research Group (emCOMP Lab)

June 2020 – Jan. 2021

Undergraduate Research Assistant (Supervised by Prof. Kate Starbird and PhD Himanshu Zade)

Seattle, WA

- Analyze user research data quantitatively and qualitatively using affinity diagram, coding and data visualization.
- Drafted user research interview protocols, structured and conducted participants screening over 40 participants.
- Prepared and conducted user interviews, queries, and mapped participants' data using Twitter API and R.

Miidii Tech

July 2019 – Sept 2019

Software Engineer Intern

Hangzhou, China

- Collaborated in a cross-functional team to reducing people's addiction on smartphone on the iOS platform.
- Designed and programmed *Focus* function, on OffScreen, an iOS-featured health app, through user research, prototyping and usability testing. Built the user interfaces and core functions with Swift and UIKit.
- Remodeled and re-engineered accessibility supports and shortcuts info interfaces by adding more shortcuts details on Sharecuts(iOS), using AsyncDisplayKit, Realm and Swift. Improved app's accessibility support by 50%.

PROJECTS

Ahead (Task management App, iOS) 🍏

Feb 2020 – Present

- Serve as a project lead in a team of 3 people. Coordinate and maintain project progress with version control and facilitate effective cooperation, mutual feedback, and communication among team members.
- Designed and developed user interfaces, data model, and user interactions by applying key principles in HCI and using Swift, UIKit, Cocoa Touch and CoreData.
- Conducted user research, usability testing, and feedback analysis that drives user experience and features design on Adobe XD. App reached 1000+ users worldwide.

TECHNICAL SKILLS

Languages: Java, Swift, JavaScript, Python, HTML/CSS, SQL, C, R

Frameworks: UIKit, Cocoa Touch, React, React Native, RealmSwift, Alamofire, Android SDK, Apache Spark, Map/Reduce

Developer Tools: Xcode, IntelliJ IDEA, Android Studio, Git, Figma, Unix Command Line, Adobe Audition, Adobe Lightroom, Human Computer Interaction, Design, Prototyping and Evaluation

Languages: Native in Chinese, Fluent in English, Intermediate in Japanese(2nd year)