


Zhennan(John) Zhou
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EDUCATION

University of Washington Seattle, WA
Master of Science in Computer Science Sept. 2021 - Est. Mar. 2023
University of Washington Seattle, WA
Bachelor of Science in Computer Science Sept. 2017 – June 2021

- Cumulative GPA: 3.89/4.0 | Annual Dean's List for 4 consecutive years
- UWCSE HCI Capstone 2020 Best Design Award

RESEARCH & WORK EXPERIENCE

Undergraduate(Jan. 2021-June 2021)/Graduate Researcher Jan. 2021 - Present
ICTD Lab (Seattle Community Network, supervised by Prof. Kurtis Heimerl and PhD Esther Jang) Seattle, WA

- Improve cellular network conditions for community populations in Filipino Community and Tacoma Tower area.
- Lead a team of 3 people for the network measurement and data collection tool on Android platform.
- Enhance and streamline the front-end and back-end of community donation system with Stripe APIs.
- Developed and deployed multi-functional tools on Slack using python for community management.


Undergraduate Teaching Assistant Mar. 2021 – June 2021
Paul G. Allen School of Computer Science & Engineering (Introduction to Data Management, Major) Seattle, WA

- Taught fundamental ideas in data management to 30+ students in weekly discussion sections.
- Planned and drafted section materials for a group of 30+ students to reinforce core course materials.
- Guided students during office hours with their hands-on projects on platforms like Azure and Apache Spark.


Software Engineer Intern July 2019 - Sept. 2019
Miidii Tech Hangzhou, China

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

SELECTED 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 and communication in the team following software engineering principles.
- Designed and implemented user interfaces and interactions following key HCI principles, and data models in Swift.
- Conducted user research, usability testing, and feedback analysis for user experience and features design on Adobe XD. App reached 1000+ users worldwide.

UserAnalytics Chrome Extension (Software Engineering Course Project)  Mar. 2021 – June 2021

- Analyzed user requirements and designed software architecture. Manage the project following software development life cycle with Agile model.
- Led Chrome Extension UI/UX design and front-end implementation using JavaScript, CSS, and HTML following requirements and software design documentation.
- Developed middleware interfaces that connects databases and front-end UI models following MVC pattern.

TECHNICAL SKILLS

Programming Languages: Java, Python, Swift, JavaScript, HTML/CSS, SQL, C, R
Frameworks: UIKit, Cocoa Touch, Core Data, Android SDK, Flask, React, 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)