JULIE ZHOU

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EDUCATION

UNIVERSITY OF VIRGINIA   *Charlottesville, VA*
Bachelor of Arts   *Expected Fall 2020*

  Major in Computer Science, Media Studies
  Relevant Coursework: Algorithms, Program and Data Representation, Computer Architecture, Game
  Design, Intro to Cybersecurity, History of Media, New Media I

WORK EXPERIENCE

PRACTICUM   *Remote*
Engineering Lead – LanguageX (Startup)   *Jun 2020 – Present*
● Lead a team of 4 engineers, assign work, and learn to develop a web application using the MERN stack
● Weekly meetings with project manager & other leads to discuss objectives for the week

CENTER OF LEADERSHIP, GAMING, AND SIMULATION   *Charlottesville, VA*
Student Programmer   *Jun 2019 – March 2020*
● Helped integrate a React front-end interface into a Django application
● Debugged errors and added new features to past simulations
● Participated in daily meetings and collaborated within team to implement public policy research into game

UNIVERSITY OF VIRGINIA   *Charlottesville, VA*
Teaching Assistant for Computer Animation   *Aug 2018 - Dec 2018*
● Hosted office hours once a week for 2 hours, which included helping students with motion capture equipment
● Graded and gave feedback for 4 animation projects for 20+ students
● Assisted in leading a workshop on iMovie editing

ACTIVITIES

GREENS TO GROUNDS   *Charlottesville, VA*
Tech Chair   *Jan 2019 – Dec 2019*
● Maintained website using PHP and managed orders with MySQL
● Updated statistics and sorted by categories for the organization for 40+ orders every week
● Communicated with school dining office every week to get reimbursement for dining paid orders

ASIAN STUDENT UNION   *Charlottesville, VA*
Marketing Chair   *May 2018 – May 2019*
● Led a committee of 4 people to design and market organization events and change profile pictures on
  Facebook and Instagram
● Researched and designed 4 posts as a part of a marketing campaign on Facebook during the summer to
  highlight LGBTQ+ Asian public figures

PROJECTS

GAME DEVELOPMENT   *Jan 2020 – May 2020*
Genesis - Game Design
● Built levels for a 2D platformer game using SDL2 and C++; created animation and transition events
● Worked as the only member on level subteam; stepped up and took initiative when classes went virtual

SKILLS

Design/Marketing Skills: Adobe Photoshop, Adobe Illustrator, Canva, Figma, InVision
Technical Skills: Java, Javascript, HTML/CSS, PHP, Python, C++, SQL, Vue, React, Django, Angular, Node.js, Express, MongoDB
Software: Microsoft Office, Autodesk Maya, Vegas Pro