

Kaijia(Bran) Zhang

- kaz006@ucsd.edu or kaijia2018@outlook.com | (858) 539-6370 | <https://github.com/kaijia2022>

SUMMARY

Leadership, Communication, and Substantial Software Project Experience.

EDUCATION

UNIVERSITY: University of California San Diego
Degree, Major/Program: B.S. Computer Engineering

Expected June 2025

- UC GPA: 3.828
- Major GPA: 3.800

UNIVERSITY: Stanford University
Degree, Major/Program: Summer School

July 2020

- Physics: Thermodynamics (Pass)

EXPERIENCE

- Junior year of high school: Inspired from a programming assignment and based on it, I built a Tetris game in Java.
- Fall 2023: 6-people Group Project *PantryPal* in java for CSE110.
Link to the project repo: <https://github.com/ucsd-cse110-fa23/cse-110-project-team-8>
- Winter 2024: Pair coded a Ray tracer from scratch in C++ for CSE167.
Link to the project repo: https://github.com/kaijia2022/CSE167_RayTracer
- Spring 2024: Leader, head of design and development of a 9-bit instruction ISA in System Verilog and assembler in C++, for CSE 141L.
Link to project repo: https://github.com/kaijia2022/CSE141L_ISA_FZ
- Spring 2024: Multiply mini scale AR/ XR project in Unity and C# for CSE165.
Link to project repos: See all my repos that begins with "CSE165_"
- Spring 2024: Became an Official Member of Tau Beta Pi.
- Summer 2024: Individual Project: developed a DMA plugin for ReClass.NET.
Link to project repo: <https://github.com/kaijia2022/ReClass.NET-DMAPlugin>
- Summer 2024: Individual Project: ongoing development of a DMA plugin for Cheat Engine
Link to project repo:

SKILLS & ACTIVITIES

- Programming Languages: C++, C#, C, Python, Java, HTML, JavaScript, SQL, System Verilog, x86/x64 Assembly.
- Platform, Tools & Frameworks: GitHub, VS2022, VSCode, ModelSim, Quartus, Unity, Meta Quest SDK, Qualcomm Snapdragon SDK, Debuggers(Windows), .NET, Windows API, RESTful API, HTTP, MQTT.