**Kaijia(Bran) Zhang**

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**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.