

Kyle Zhou

kxqzhou@berkeley.edu 703-626-0699 Berkeley, CA github.com/kxqzhou

EDUCATION **University of California, Berkeley** 2015 – 2018 (Expected)

Degree: Computer Science, B.A. (Cumulative GPA: 3.5)

Coursework: Data Structures, Great Ideas in Computer Architecture (Machine Structures), Artificial Intelligence, Advanced Digital Animation, Computer Graphics and Imaging

Thomas Jefferson High School for Science and Technology 2011 – 2015

Advanced Studies Diploma, Computer Systems Track (Cumulative GPA: 4.51)

WORK

EXPERIENCE **Upskill**, Software Engineering Intern, Strategy Team May 2017 – August 2017

- Worked on Upskill's Skylight product, an industrial Augmented Reality (AR) solution
- Solved and debugged issues with the voice search heads-up display (HUD)
- Currently prototyping the Microsoft HoloLens version of Skylight, working with Unity3D and the Microsoft HoloToolkit

PERSONAL PROJECTS

ucbugg.com June 2017 - Present

- Converting the Python backend to use the Flask microframework, enabling lab material to synchronize with Google drive rather than require manual updates

Go-Tron May 2017 – Present

- Built a concurrent game server with Go and achieved real-time multiplayer networking through the WebSockets protocol
- Implemented the front-end with Cocos2D-HTML5, the JavaScript port of the Cocos2D game engine framework

frename May 2017 – Present

- Wrote a small command line tool in Go to provide functions for renaming groups of files
- Features include renaming and numbering into a sequence, adding prefixes and / or suffixes, or replacing text within a name

Memo May 2016 – June 2016

- Created a simple browser-based memory game in JavaScript, using the HTML5 branch of Cocos2D, an open source game development framework
- Playable online (desktop only) at <https://kxqzhou.github.io/Memo>

COURSE PROJECTS

E-Minor April 2017 – May 2017

- Created a simple 3D OpenGL game from scratch with the GLFW library
- Features implemented include procedurally generated geometry, keyboard input, controllable camera, and lighting effects
- Abstract and screenshots at <https://kxqzhou.github.io/E-minor-engine/website/>

Image Compression with Apache Spark November 2016 - December 2016

- Using the MapReduce paradigm, parallelized a DCT image compression algorithm to enable it to process multiple images at once

LEADERSHIP **Facilitator**, UCBUGG 3D Animation and Modeling January 2017 - present

- Give lectures and prepare tutorials on the 3D animation pipeline, assist student groups in creating animated short films (available online at youtube.com/user/UCBUGG)

SKILLS

Proficient: C, C++, Java, Python, Autodesk Maya

Familiar: JavaScript, Apache Spark, Git, HTML, Golang, C#, Unity3D

Languages: Mandarin Chinese (native proficiency)