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)

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 HUD (heads-up display)
- Currently prototyping the Microsoft HoloLens version of Skylight, working with Unity3D and the Microsoft HoloToolkit

PROJECTS:

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

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

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

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)

HONORS:

Berkeley CodeBears December Marathon, 6th place	2015
Quixey One Minute Bug Fix Challenge, 1st place	2013
Global Conference on Educational Robotics, 1st place	2013
Botball Greater D.C. Regional Tournament, 1st place	2013, 2014
VCU High School Programming Contest, 4th place	2012