Kyle Zhou

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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 files contained within a folder
- 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)

HONORS

Berkeley CodeBears Marathon, 6th place   December 2015