

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)
- EXPERIENCE:** **Upskill**, Upcoming Software Engineering Intern May 2017 – August 2017
- Microsoft HoloLens Augmented Reality project with Unity, converting Skylight product from 2D to 3D space
- Bottleshake**, Intern June 2016 – July 2016
- Performed viral marketing activities including street teaming and social media
 - Created trademark screens for the company patent application using Adobe Photoshop
 - Debugged iOS issues in the Objective-C codebase with Xcode
- Code for America**, Web Developer Intern May 2015 – September 2015
- Designed website front end as part of the National Science Foundation Patent Project to provide data and trend analysis for NSF patents and grants
 - Created graph visualization with Highcharts and drill-down pages with PHP / MySQL
 - Website at <https://goo.gl/rNdSWh>
- Dead Robot Society**, Software Lead February 2015 – April 2015
- Mentored team members in programming an autonomous robot, used sensors and motors to collect and respond to environmental data and perform obstacle course navigation
- 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
- 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 at <https://goo.gl/kCDx7z>
- 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, MySQL, Go (Golang)
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