

Ziyin Zhang

• Linda

Portfolio: lindazhanghf.github.io/portfolio

GitHub: [lindazhanghf](https://github.com/lindazhanghf)

LindazhangHF@gmail.com

(706) 248-6569

Atlanta, GA

OBJECTIVE

To obtain a summer 2018 internship in software engineer, UX design, or interaction design.

EDUCATION

- | | |
|--|--------------------|
| Georgia Institute of Technology , Atlanta, GA | Expected: May 2019 |
| ▪ Candidate for Master of Science in Digital Media | |
| Georgia Institute of Technology , Atlanta, GA | Expected: May 2018 |
| ▪ GPA: 3.61/4.00 | |
| ▪ Candidate for Bachelor of Science in Computational Media | |
| ▪ Concentrate in Media and Game Studies | |

SKILLS

Course Work: Database, Data Structures, Algorithms, Computer Graphics, Computer Audio, Artificial Intelligence, Artificial Intelligence for Game, Design Pattern, UML

Programming skills: JavaScript, Python, Typescript, C, C#, Java, Rust, MySQL, HTML5, CSS, Socket.io, AngularJS (1, 2+), D3.js, OpenCV, OpenGL, Git, macOS, Windows, Linux

Game Programming: Processing, Unity Game Engine, GameMaker Studio, Unreal Game Engine

Multimedia software: Adobe Creative Suite, Sony Vegas Pro

WORK EXPERIENCE

- | | |
|--|---------------------|
| BeenaVision , Norcross, GA | |
| <i>Software Engineer Intern</i> | Aug 2016 – Dec 2016 |
| ▪ Worked in front-end web development, analyze and visualize large SQL database using D3 | |
| ▪ Complete and assist with basic departmental tasks such as network maintenance and bug fixing | |

PROJECTS

- | | |
|--|----------------------|
| Alexa Game: Below | November 2017 |
| ▪ Built an interactive web app based on concepts from Atlanta Community Engagement Playbook | Link |
| ▪ Front end implemented using AngularJS 2+, back end using Node.js | |
| ▪ Worked in a group of 4 as leading software engineer | |
| IMPRINT — a Kickstarter-like Event Hosting Web App | April - May 2017 |
| ▪ Built an interactive web app with AngularJS 4 that allows users to host and sign up for events | Link |
| ▪ Analyzed and designed user experience based on Atlanta Community Engagement Playbook | |
| Gesture-based Audio Mixing Wristband | June - July 2016 |
| ▪ Built a wristband prototype using Arduino, and accelerometer sensor MPU-6050 | Link |
| ▪ Implemented real-time gesture recognition for 12 different gesture commands | |
| ▪ Used Processing for audio mixing based on wrist movement | |
| Web Application for Cinema Database | July 2016 |
| ▪ Designed and built a website with HTML and AngularJS for a movie ticket website | |
| ▪ Used Node.js as back end server to communicate with MySQL server, used socket.IO to transfer data to client side | |
| Data Visualization: Fairy Tale Map | September 2015 |
| ▪ Used search queries with hundreds of keywords to request and analyze data from Digital Public Library of America | |
| ▪ Visualized data on interactive map according to the spatial information of each fairy tale | |