Ziyin Zhang

Linda

lindazhanghf.github.io/portfolio

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Expected: May 2019

Expected: May 2018

OBJECTIVE / INTEREST

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

EDUCATION

Georgia Institute of Technology, Atlanta, GA

Candidate for Master of Science in Digital Media

Georgia Institute of Technology, Atlanta, GA

■ GPA: 3.61/4.00

- Candidate for Bachelor of Science in Computational Media
- Concentrate in Media Game Studies

SKILLS

Programming skills: Java, C, C#, Python, JavaScript, AngularJS, HTML, css, UNIX operating system, Git version control, SQL

Media Technologies: D3, openCV, Processing, Unity3D Game Engine, Unreal Engine, GameMaker Studio

Multimedia software: Adobe Suite; Sony Vegas Pro

Communication skills: Public Speaking, Presentation, Teamwork, Project Management

PROJECTS

IMPRINT Event Hosting Site

April 2017

- Built an interactive web app based on concepts from Atlanta Community Engagement Playbook
- Front end implemented using AngularJS 2+, back end using Node.js
- Worked in a group of 4 as leading software engineer

Game Design Portfolio

April 2017

- 1 complete game build in Unity3D with AI design and 8 game prototypes, each created within a week
- For details please refer to lindazhanghf.qithub.io/portfolio/game

GBAM Music Wristband

June 2016

- Built a wearable device using Arduino, I2C, and accelerometer sensor MPU-6050
- Incorporated sensor data to create an audio mixer in Processing with real-time gesture recognition for gesture commands and mixing audio based on wrist movement
- Worked in a group of 3 as leading software engineer

Web Application for Cinema Database

July 2016

- Designed and built a website with HTML and AngularJS for a movie ticket website
- Server side communicating with MySQL server, using socket.IO to transfer data to client side
- Worked in a group of 3, collaborated using Git version control

Data Visualization: Fairy Tale Map

Oct 2015

- Using search queries with hundreds of keywords to request and analyzed data from Digital Public Library of America.
- Visualized data on interactive map according to the spatial data in Processing (processing.org)

WORK EXPERIENCE

BeenaVision, Norcross, GA

Software Engineer Intern

Aug 2016 - Dec 2016

- Worked in front-end web development, analyze and visualize large SQL database using D3 library
- Complete and assist with basic departmental tasks such as network maintenance and bug fixing

LEADERSHIP

UGA Chinese Undergraduate Student Association, Athens, GA

Design chair of Promotion Committee

Fall 2013 - Fall 2014

- Assisted colleagues in organizing university events
- Planed advertisement for major Chinese festival events, promoting Chinese culture by designing posters using Photoshop