Ziyin Zhang

• Linda

Portfolio: *lindazhanghf.github.io/portfolio*
GitHub: *lindazhanghf*
LindazhangHF@gmail.com
(706) 248-6569
Atlanta, GA

OBJECTIVE

To obtain a summer 2018 internship in software engineer, front-end web development.

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: 3.64/4.00
- 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

Software Engineer Intern — Aug 2016 – Dec 2016

- Used D3.js to visualize defective wheels data and help clients keep track of the performance of each train
- Used ASP.NET as the back end server, JQuery and Ajax to communicate with front end
- Optimized SQL queries to handle data analysis on large database

PROJECTS

Alexa Game: Below — November 2017 — *Link*

- Built an interactive narrative game for Amazon Alexa, with over 15 custom intents
- Wrote Javascript to analyze user's intent and determined branching of the storyline
- Used AWS Lambda as back end server, incorporated DynamoDB to save progress of each user

IMPRINT — a Kickstarter-like Event Hosting Web App — April - May 2017 — *Link*

- Built an interactive web app with AngularJS 4 that allows users to host and sign up for events
- Analyzed and designed user experience based on Atlanta Community Engagement Playbook

Gesture-based Audio Mixing Wristband — June - July 2016 — *Link*

- Built a wristband prototype using Arduino, and accelerometer sensor MPU-6050
- 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