Ziyin Zhang

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OBJECTIVE / INTEREST

To obtain one or more summer 2017 research position in interaction design areas such as wearable technology, virtual reality and augmented reality.

EDUCATION

Georgia Institute of Technology, Atlanta, GA   Expected: May 2017
- GPA: 3.55/4.00
- Candidate for Bachelor of Science in Computational Media (BSMS)
- Concentrate in Media Game Studies

The University of Georgia, Athens, GA   Aug 2013 – May 2015
- GPA: 3.80/4.00
- Computer Science Major; completed Studio Art Minor

SKILLS

Programming skills: Java, C, C#, HTML, Python, JavaScript, AngularJS, UNIX operating system, Git version control, MySQL
Media Technologies: D3 (Data visualization library), openCV (Computer vision library), Unity3D Game Engine, Unreal Engine
Multimedia software: Adobe Photoshop, Premiere, Lightroom; Sony Vegas Pro
Communication skills: Public Speaking, Presentation, Teamwork, Project Management

PROJECTS

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

Story building Web App: weStory   Dec 2015
- Created using JavaScript, HTML, and CSS, implemented Node.js and socket.IO to allow real time collaboration on different devices
- Worked in a group of 3 as software engineer

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 dataset 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