

# Lucy Zhu

CS Student @ Stanford

website: [lzhu21.github.io](https://lzhu21.github.io)

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## Education

### Stanford University 2017-21

BS in Computer Science

GPA: 3.688

## Skills

**CS:** Python, Java, C++, C, C#

**Design:** Unity, Unreal, Maya, 3DS Max, Adobe Photoshop, Premiere Pro, Indesign

## Relevant Courses

- Data Management and Data Systems
- Human-Computer Interaction Design
- Cross-Platform Mobile Development
- Computer Organization and Systems
- Interactive Computer Graphics
- Computer Graphics: Image Synthesis Techniques

## Activities

- **Stanford STEAM** – Intersection of Art & Technology  
Sept 2019 – current
- **Stanford XR** – VR/AR  
Sept 2019 – current
- **Financial Officer Intern** – Girls Teaching Girls to Code  
Sept 2017 – June 2018
- **Public Relations Co-Chair** – Stanford Vietnamese Student Association  
Sept 2017 – June 2019

## Work Experience

### Research Intern – Stanford Vision/AI Department (Summer 2019)

- worked under Prof. Leonidas J Guibas to research about application of deep learning towards analyzing 3D models
- designed and implemented a pioneering CNN in Python to count semantic part types and parts of 3D point cloud models
- demonstrated the feasibility of solving the counting problem given the appropriate part labels with a peak accuracy of 95.7%

### Programmer – Virtual Human Interaction Lab (Sept 2018 – June 2019)

- led the logic and workflow for integrating videos into 1000 Cuts, a simulation about the effects of racial discrimination
- cooperated in a team to implement the cross-platform structure of 1000 Cuts from Unity to Unreal
- wrote C++ and C# scripts to implement interactivity within simulations including avatar movement and object manipulation

### Image Developer – Stanford University (June 2018 – Dec 2018)

- wrote scripts ranging from bash aliases to running multiple processes that sped up workflow and contributed towards deploying the OS image in 10 rather than the projected 14 weeks span
- worked in a team to deploy Mac, Windows, and Linux images on machines throughout the campus via Python scripts
- responsibilities included delivering the project in a fast-paced environment while working with remote machines and a ticketing system to fulfill the numerous daily computer issues

### Freelance Artist/Illustrator (2013 – present)

- set a timetable of art commissions arranged on Tumblr, Twitter, and Instagram
- exercised effective communication to achieve customer satisfaction

## Projects

### FitUp – Human-Computer Interaction Design Project

- worked in a team to design a website from scratch that allows users create and share their fashion designs; [check out our process](#)
- utilized HTML, CSS, Javascript, and JQuery to implement functions of the project website: [check it out!](#)

### Chicago Taxi DB – Data Management & Systems Project

- Analyzed the Chicago taxi database via BigQuery (Google Cloud) and writing Python (matplotlib), and SQL scripts on Colaboratory.

### Computer Graphics and Imaging – 3 projects for Computer Graphics courses

- first project made it into top 10 images of class and got my ray-traced image displayed on the class website: CS148 2018 Showcase
- used OpenGL, pbrt, raytracing, C++ in Visual Studio to create computer-generated images

### Website Development

- hodgepodge of website design projects such as [lzhu21.github.io](https://lzhu21.github.io)
- utilized HTML, CSS, and Javascript but currently working towards being proficient with JQuery
- created graphics with Adobe Photoshop and Clip Studio Paint