Lucy Zhu

CS Student @ Stanford
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Education

Stanford University 2017-21
BS in Computer Science
GPA: 3.688

Skills

CS: C++, Python, Java, C, C#, HTML/CSS, Javascript, React Native

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
- utilized HTML, CSS, and Javascript but currently working towards being proficient with JQuery
- created graphics with Adobe Photoshop and Clip Studio Paint