

Lucy Zhu

CS Student @ Stanford

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Education

Stanford University 2017-21

BS in Computer Science

GPA: 3.688

Skills

CS: Python, Java, C++,
HTML/CSS, Javascript,
ReactJS, ExpressJS, MongoDB

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

Relevant Courses

- Data Management and Data Systems
- Object-Oriented Systems Design
- Cross-Platform Mobile Development
- Web Applications
- Design and Analysis of Algorithms
- Human-Computer Interaction Design
- Game Design
- Computer Organization and Systems
- Interactive Computer Graphics

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

Work Experience

Software Development Intern – Sigmaways (Summer 2020)

- developed the backend for a Vyze web application used to develop and manage their demo pages using a combination of ReactJS, HTML/CSS, and DynamoDB on AWS

Software Developer – Stanford University (Summer 2020)

- contributed towards the development of web applications using Django, HTML/CSS, and Vue.js
- implemented a search system for software installed in machines

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 Python scripts ranging from bash aliases to running multiple processes that sped up workflow towards deploying the OS image
- responsibilities included delivering the project in a fast-paced environment while working with remote machines and a ticketing system to fulfill numerous daily computer issues

Freelance Artist/Illustrator (2013 – present)

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

Projects

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
- trained a machine learning model on predicting optimal factors to maximize profits

Villainous Contraptions – game design project

- [try the game out](#) or [read about the process!](#)
- programmed the inventory interaction and the visual hint system in C# on Unity
- designed and drew the character sprites for dialogue interactions with Aesprite

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