

Max Zhou

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Experience

1Cademy – *Python Development Research Intern*

Feb 2021 – Present

- Conducted research on a large-scale platform with the 1Cademy Python community.
- Averaged over 25 educational nodes per month, ranging from beginner to advanced Python language topics.
- Worked on open-source full stack Python projects with the community.

Education

Rutgers University

May 2023

BS, Computer Science, Cognitive Science

New Brunswick, NJ

Select Courses: Systems Programming, Computer Architecture, Data Structures & Algorithms, Object-Oriented Programming, Discrete Structures, Linear Algebra

Projects

<https://www.github.com/maxjzhou>

Virtual Escape Room

- Rendering 3D objects using C#/Unity.
- Creating virtual 3D rooms to allow for user interaction with puzzles.
- Animating visual object movements through a GUI given user keyboard and mouse commands.

Cache Simulator

- Implemented L1 and L2 caches using C.
- Simulated data flow between cache and memory using read/write commands.
- Support for different cache/block sizes, associativity (direct mapping, fully associative, n-way associative), and cache policies (FIFO, LRU).

Network/Friendship Graph

- Implemented various data structure (e.g., Linked Lists, Adjacency List Graphs, Hash Tables) in Java to represent a network of friends and friends of friends.
- Implemented various graph algorithms such as shortest path identification, cluster detection, connecting vertices detection, and Depth First Search / Breadth First Search.

Skills

Java, Python, C, C# / Unity, HTML/CSS + JavaScript, Git, Unix, Windows OS, Linux OS, Leadership, Communication, Customer Service, Creativity