Max Zhang

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Education

University of California, Los Angeles   expected June 2022

BS, Computer Science

- GPA: 3.933
- Relevant Coursework: Software Construction Lab, Computer Architecture, Computer Graphics, Web Application, Algorithms
- Honor Societies: TBP (webmaster), UPE (member)

Technical Skills

Programming Languages: (proficient in) JavaScript, C++; (intermediate in) C, Bash, HTML, CSS; (beginner in) SQL, NoSQL, Python, PHP

Computer Skills: GitHub, JIRA, Docker, Unreal Engine 4, Unity, Adobe Premiere Pro

Relevant Experiences

Full Stack Web Development Intern – UCLA CCLE / remote   June 2020-Sep 2020

- Designed and implemented a new video resource center for UCLA student platform;
- Created a codebase of 70+ JavaScript files using NodeJS and React;
- Wrote 10+ Jest unit tests for both front-end components and back-end services;
- Debugged UCLA's Moodle repository with 10k+ PHP files.

Tencent Game Design Practicum – Tencent / remote   Sep 2020-now

- Developing a 2D platform game (about a protagonist making life choices) through Unity;
- Planning specific props and attribute values while designing game mechanisms with 8 other teammates;
- Learning game design and development principles through weekly lectures.

Back-end Web Development Intern – HiLink / remote   Dec 2019-Jan 2020

- Constructed the back-end microservices (user authentication, form submission, etc) of HiLink education;
- Deployed the back-end written in NodeJS with Azure app services and MSSQL database;
- Cooperated with front-end designers and modified their HTML+CSS files for better user experiences.

Computer Support Technician – UCLA Residential Life / Los Angeles, CA   Feb 2019-Apr 2020

- Maintained operating systems and hardware (hard drives, printers, etc) for hundreds of staff computers;
- Communicated with customers to resolve software and hardware issues through phone calls or JIRA.

Selected Engineering Projects

Web Dev Project: *WeMake @ UCLA Official Website* – UCLA MakerSpace   2020

- Designed the layout of the website with UCLA's professional web designers;
- Achieved such design through HTML+CSS;
- Learned many web design principles, such as the usage of color palettes, call to action, etc;
- Provided a platform for UCLA students to register for events and showcase their inventions.

Game Dev Project: *Cube Runner* – UCLA Engineering   2020

- Developed a WebGL 3D game that pilots a ship to dodge obstacles using JavaScript and TinyGraphics;
- Applied geometric transformations, shadings, and textures featuring linear algebra.

PhysX Project: *VR Gym* – UCLA Center for Vision, Cognition, Learning, and Autonomy   2019

- Assisted graduate students to develop their VR experiment environment with C++ in UE4;
- Retrieved and processed physical values of rigid body collisions through PhysX calculations.

Activity

UCLA Hearthstone (E-sports) Athlete   Sep 2019 – present

- Reached Top 16 West US in Tespa Hearthstone Collegiate Championship 2019 playoffs.