Mitchell Zhang

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Summary

Third-year undergraduate at UC San Diego studying computer science looking for a software engineering internship. Apart from English, I can speak conversational Chinese and Shanghainese.

Education

UC San Diego - GPA:3.5/4.0 (Expected Graduation Date: June 2021)
Major: B.S. Computer Science with double minor in Economics and Psychology
Relevant Coursework: Software Engineering, Computer Architecture, Advanced Data Structures, Components and Design Techniques for Digital Systems, Design and Analysis of Algorithm, Building and Programming Electronic Devices, Computer Graphics, Database System Principles

Projects

Person Best   *Java/Android Studio (2019)*
- Android fitness and messaging app, with Google cloud and database support (front-end and back-end
- Keeps track of steps, runs, and workout activity
- Can add friends, check friends' activity, and send and receive messages
- Included automated testing and continuous integration and followed Agile development

Raytracer   *C++/OpenGL (2019)*
- Recursive image renderer, generated with FreeImage
- Included lighting, shading, color, camera rotations, and object transformations
- Support for custom vector/matrix classes, triangle/sphere intersections, and camera movement

Course Scheduler   *Python (2019 - Present)*
- Web application to generate potential course schedules given potential courses to take
- Web scraper to collect information on courses and professors
- Allow user to sort through courses according to average course grade, professor rating, units, etc.

Hulk Robot   *Arduino/C++ (2018)*
- Designed and built an autonomous robot using Arduino and 3D printed parts
- Programmed to detect other robots, avoid damaging itself, and chase after other robots, smashing with attached fists

2048   *Java (2017)*
- Replica of the 2048 game, created as a flash game
- Handles user input and updates GUI accordingly
- Keeps track of score and added a redo button for previous moves

Checkers/Connect Four   *Snap! (2017)*
- Created a board that allowed the user to play either Checkers or Connect Four with custom board sizes
- Playable against another player (Pass and Play) or a self-programmed AI

Skills

Java	OpenGL	Zenhub
C++	SQL	CirleCI
C	ARM	Android Studio
Python	Git	Vim