Zedong Xun

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EDUCATION

WASHINGTON UNIVERSITY IN ST. LOUIS

BS in Computer Science | BS in Mathematics
Aug 2019 - May 2022 | St. Louis, MO
McKelvey School of Engineering
Cum. GPA: 3.85 / 4.0
Major GPA: 3.92 / 4.0

UNIVERSITY OF CALIFORNIA, SAN DIEGO

Computer Science
Transferred. Jun 2019 | San Diego, CA

LINKS

Personal Site:// **xzdzuishuai**
Github:// **rhsiun**
LinkedIn:// **Zedong Xun**
Itch.io:// **rhsiun**
Instagram:// **russxun**
Facebook:// **Russell Hsiun**

COURSEWORK

COMPUTER SCIENCE

Artificial Intelligence
Rapid Prototype Development and Creative Programming
Analysis of Algorithms
Database Management Systems
Video Game Development I&II
Computer Security
Computer Networks
Mobile Application Development
Object-Oriented Software Development
Concurrent and Parallel Programming

MATHEMATICS

Abstract Algebra
Graph Theory
Linear Algebra
Number Theory and Cryptography
Lebesgue Integration && Real Analysis

SKILLS

PROGRAMMING

Proficient in:
Java • JavaScript • HTML • C# • C++
Experience with:
Ruby • Racket • CSS • Kotlin • LaTeX •
PHP • Android • MySQL • Python • Bash
Tools:
Unity3D • Git • ES6 • npm • MATLAB • R
Studio • Vue.js • Cesium • React.js • AWS

EXPERIENCE

AMAZON | Software Development Engineer
August 2022 – Present | Santa Clara, CA
- Worked and lead on multiple Alexa Shopping Notification projects

TESLA | Software Engineering Intern
April 2018 – Jun 2018 | Reno, NV
- Worked on optimizing route-seeking algorithms of delivery robots routes in the factory by experimenting with several experiences modeling, resulting in an overall 22% in delivery on-time performance.
- Produced an official report through data collections of the company current funding issues, saving manual effort for users across Gigafactory.

HUAWEI TECHNOLOGIES | Software Engineering Intern
May 2021 - August 2021 | Guangdong, CN
- Designed and implemented an internal online smart chat engine that provides extensive data for supply chain management using Vue.js on both PC and Mobile Platform, enhancing data management efficiency by 73%.
- Developed and launched an internal 3D globe data visualization tool utilizing Cesium.js and Cesium Unreal for supply chain management, allowing users create animated well-performed data map with ease, hence reducing manual map reproducing time by 90% (5 hrs to 30 min).

DELOITTE | Technology Consulting Intern
May 2019 – Aug 2019 | Chengdu, CN
- Created an automated Python program for a pharmaceutical client, HitGen, to produce annual tax fund reports utilizing financial data collected throughout the corporation. The extracted data accelerated Deloitte's IPO audit processes with HitGen's by reducing manual effort and preventing human errors.

PERSONAL/TECHNICAL PROJECTS

Most Highlighted Projects Contain an External Link

- Contrived A **Unity2D pixel adventure game** where the player needs to engage in combats, discover clues, and finally rescue friend.

- Finished a **Unity3D adventure game** where the player needs to complete tasks, fight minions, and finally find a way out the island.

- Built a **Personal Calendar** in JavaScript that allows users to add and remove events dynamically and share events with other users:
  Front-end: JavaScript, Back-end: AJAX. MySQL as database. Library: JQuery

- Implemented a **News Sharing Site** where users can register, login, post, comment, store files online, and like posts, etc using MySQL and PHP.

- Constructed an **Online Chatroom** service supports chatting, adding friends, creating chatrooms, remove users as chatroom owners, etc.
  Front-end: React.js, Back-end: Node.js as server, socket.io for communications.

- Created a **Blackjack Android Game** using Firebase and Kotlin.

- Developed a **Movie Search app in Android** where registered users can search for trending movies, watch trailers, etc using Firebase as database and Kotlin.

- Implemented a + tree database management system from scratch using Java.