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: 3.73 / 4.0
Major GPA: 3.9 / 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**

COURSEWORK

COMPUTER SCIENCE

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

MATHEMATICS

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

SKILLS

PROGRAMMING

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

EXPERIENCE

HUAWEI TECHNOLOGIES | Software Engineering Intern

May 2022 - August 2022 | Guangdong, CN
- Responsible for the front-end development of an internal online smart chat engine that provides extensive data for supply chain management using Vue.js.
- Developed and launched an internal 3D globe data visualization tool utilizing Cesium.js and Cesium Unreal in August for supply chain management.
- Mobile Development - Wrote and reviewed code for the mobile version of supply chain smart engine, deployed on internal Huawei mobile client.

TESLA | Software Engineering Intern

April 2018 – Jun 2018 | Reno, NV
- Worked on optimizing algorithms on delivery robots routes in the factory.
- Produced an official report through data collections and analyses of the company current funding issues.

THE BRENT LAB AT WASHU | Research Assistant

May 2021 – Present | St. Louis, MO
- Created an automated Python program that analyze data from TF network.
- Built a TF activity matrix model to help develop an optimized algorithm for the regulation of metabolism in yeast.

WASHINGTON UNIVERSITY IN ST. LOUIS | Teaching Assitant

Dec 2019 – Present | St. Louis, MO
- TA for Video Game Development II(2021-2022). Computer Security(2021-2022). Rapid Prototype Development and Creative Programming(2019-2020). Object-Oriented Software Development(2021).

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, and like posts, etc using MySQL and PHP.

- Designed a **File Sharing** website using HTML, MySQL, 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.