

Haozhe Zhang

zhz19980514@ufl.edu | rrrrr4788.github.io/PersonalWebsite
linkedin.com/in/haozhe-zhang | github.com/rrrrr4788

EDUCATION

University of Florida, Hough Graduate School of Business

Master of Science in Management, Combined Degree

GPA: 3.45/4.00

National Universities Ranking: 30 (US News 2020)

January 2021 – August 2021

Gainesville, FL

University of Florida, Herbert Wertheim College of Engineering

Bachelor of Science in Computer Science, Computer & Information Science & Engineering

Honors: cum laude, GPA 3.62/4.00

August 2016 – December 2020

Gainesville, FL

TECHNICAL SKILLS

Programming Languages and Game Engine: JavaScript, Python, C++, JAVA, MATLAB, Unity

OS: Linux

Web and Mobile Development: HTML, CSS, React-Redux, React Native, Express, Node, Kivy

Databases: SQL, Mongo, Firebase

CONSULTING ENGAGEMENT EXPERIENCE

Waste VR

August 2019 – May 2020

Scrum Master

Gainesville, Florida

Managed day-to-day developmental progress and a team of 5 engineers on a Virtual Reality project sponsored by the company PTP Strategy via the UF Integrated Product and Process Design (IPPD) program.

- Oversaw and ensured consistent and accurate output of the sponsor's desired program under the Agile development pattern by collaborating with the programming team members, faculty coach, and liaison engineer.
- Developed a Virtual Reality application and a series of learning modules with Unity, targeted to the general public for education on recycling methods.
- Designed the Assessment/Quiz Scene of the program individually, involving scene construction and devising algorithms to complete quizzes, resulting in real-time feedback for users.

PROJECTS

Humming

April 2020 – September 2020

Designed and developed an Android application that provides users instant delivery services via drones and robots within San Francisco (simulation) in the Agile development pattern.

- Engineered all 7 screens, which provide functionalities of user authentication, solution planning, order creation, status tracking, profile information modification, etc., with React Native and Firebase.
- Enhanced the user experience by implementing several React Native, Expo, and Google APIs such as polyline drawing, route computation, coordinate-address translation, and payment integration.
- Devised RESTful APIs to facilitate data exchange for order creation and management, payment information generation and validation, and address management via Firestore.

InMotion

November 2019 – September 2020

Designed and developed a real-time web application that analyzes human facial expressions from webcam and video, sorts the emotion data into 7 categories, and displays the data with a visual diagram.

- Constructed the user authentication module with NodeJS, ExpressJS, Mongoose, and JWT, which stores and accesses the authentication token in cookies.
- Applied Firestore to store facial expression data collected from webcam and video uploaded every 100 frames, query, and retrieve the data for further facial expression analyses.

Poppy

May 2020 – August 2020

Developed an Android application that reads medicine instructions and reminds users to take medicines.

- Created a task manager with Kivy and a SQL-stored reminder system by utilizing captured images of prescription instructions on bottles.
- Integrated the OCR (Optical Character Recognition) module on a Flask server hosted on Heroku to process pictures containing the medication instructions and program tasks in accordance with the information.

Devconnector

December 2019 – January 2020

Developed and deployed a MERN stack social network media application that includes user authentication, profiles, and forum posts.

- Built an extensive backend API with Node.js & Express with routes protected by JWT and tested with Postman.
- Integrated React with the backend and managed the application states with Redux, resulting in a fast and clean workflow.

RESEARCH

Minetest

September 2020 – December 2020

Investigated how to speed up the build process and generate correct WASM file outputs for a Minecraft game engine.

Human-Robot Interaction Research Lab

January 2020 – May 2020

Participated in a project exploring the lower body, post-op rehabilitation through VR capabilities, and explored mobile applications as base platforms with ease of access.

- Investigated the use of smartphone IMU sensors to collect user motion data, involving data extraction and visualization.
- Connected the Xsens model with Unity and developed a VR warehouse environment in order to construct a virtual experiment environment that manages different human-robotic interaction tasks, without the pilot being exposed to potential hazards.