Samantha J. Zhang

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OBJECTIVE

A software engineering internship position that will enable me to utilize my programming and design skills to enhance a company's products and services.

EDUCATION

Cornell University, College of Engineering, Ithaca, NY

Expected May 2023

Bachelor of Science, Computer Science • GPA: 3.96 • Dean's List for all semesters

Relevant Courses: Object-Oriented Programming and Data Structures, Discrete Structures, Data Structures and Functional Programming, Computing Using Python, iOS Development, Digital Product Design

RELEVANT EXPERIENCE

Neural Networks for Meta-Emotions, National Science Foundation REU Undergraduate Research Assistant June 2021 - Present

- 1 of 10 out of 292 students selected for Georgia State University's Research Experience for Undergraduates in Immersive Media Computing
- Humanizing NPCs by using data derived from acting footage to train a Recurrent Neural Network for determining and animating lifelike NPC facial expressions for Neural Networks for Meta-Emotions research project
- Created 3D polygon meshes of actors' faces from stills using Blender to animate and visualize results

AI Bot Gaming Platform, Full-Stack Intern

December 2020 – February 2021

- Implemented a multiplayer online game of Dots and Boxes in a Python web server deployed in a docker container in AWS
- Setup a new lambda deployment pipeline to AWS in a docker container for automatically updating games

Mobileware Inc., Design Intern

May 2020 - August 2020

Designed logos, custom icons, promotional images, and mockups to improve usability for social media, website, and mobile
applications using Sketch and Figma

EXTRACURRICULAR ACTIVITIES

Cornell Nexus, Software Team

March 2021 - Present

- Working with a diverse team of 23 students to make an autonomous robot that will collect microplastics from beaches and oceans
- Designed robot control GUI on Figma and implementing it using Python libraries such as PySimpleGUI and Matplotlib
- Developing real-time display for robot data, status, geolocation, and traversal history as well as interactive features such as autonomous/manual control and a command-line

Women In Computing at Cornell (WICC)

February 2020 - May 2021

- *Girls Who Code Volunteer*: Guided high schoolers weekly through exercises in Python designed to help them learn fundamental programming concepts and mentored a student on a guessing game project created from scratch
- Photo and Film Committee: Created and edited videos encouraging diversity and fostering a CIS community
- Undergraduate Mentor: Met with CIS underclassmen weekly, held socials, and provided guidance

PROJECTS

Challenge With Friends, iOS Development

Spring 2021

- Won best overall app in Cornell AppDev Hack Challenge against 18 student teams
- Designed and implemented iOS app featuring tab-based navigation system, user login portal, data filtering, and encoding/decoding images using Figma and Swift
- Integration with backend team members' custom API deployed on Heroku using Alamofire & CocoaPods

Stuck In the Desert, Data Structures and Functional Programming

Spring 2021

- Collaborated with team members to create a fully functional RPG top-down puzzle exploration level-based game
- Implemented main game logic and GUI using OCaml Graphics library and camlimages

Instagram Case Study, Digital Product Design

Spring 2020

Designed and prototyped a custom navigation and categorization of feeds to improve Instagram user experience (UI/UX)

ChewQueue, HackOurCampus

August 2020

 Collaborated with 3 other Cornell students to create an online ordering system hack addressing de-densifying overcrowded on-campus dining locations

Virtual Reality World (SOHA), Visual Imaging in the Electronic Age

Fall 2019

• Developed an immersive virtual reality experience with architecture and urban planning students using the Unreal Engine

SKILLS

- Programming Languages: Python, Java, OCaml, Swift
- Applications/Tools: Github, VSCode, Atom, Eclipse, Figma, Sketch, iMovie, Unreal Engine, Unity, & Blender