

Tony Zhu

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Education	Texas A&M University , College Station, TX BS in Computer Science University Honors Class of 2021	Phillips Exeter Academy , Exeter, NH David T. Swift Proctor Award Class of 2017
Skills	Languages: Fluent in Java Experienced in C# and HTML/CSS Python, C++, Javascript	
	Tools: Unity Agile/Scrum Methodology Jira & Confluence Git VSTS .NET Linux	
	Libraries/Packages: Keras & Tensorflow OpenCV Tesseract OCR Beautiful Soup 4	
	Miscellaneous: Ideation Process Rapid Prototyping Public Speaking Video Editing Ultimate Frisbee	
Experience	Software Engineer Intern, Schneider Electric June 2018 - August 2018	
	Microsoft HoloLens app to showcase a variety of Schneider products in AR. Development process includes extensive use of Unity, C# scripting, Visual Studio (Team Services), 3D modeling, and Agile workflow.	
	Ongoing automation of company-wide product configuration utilizing Computer Vision, Machine Learning, and OCR. Problems include PDF parsing, noisy image filtering, and extreme request variability. Tools include C#, .NET Framework, Python, OpenCV, Tesseract.	
	Intern, Cycorp AI June 2016 - August 2016	
	Debugged and tested software products in a Scrum/Agile workflow environment.	
	Programmed high level software in C# and CycL for company projects and products.	
	Software Developer, A&M University VR Research December 2017 - August 2018	
	Hired onto graduate research project to develop virtual reality software in Unity: a VR application that displays stress points, fractures, and simulations of 3D objects from the software Abaqus.	
	Research Assistant, Deep Learning Lab Nov. 2017 - present	
	Weekly topics and challenges on neural networks (Keras/Tensorflow in Python) assigned and supervised by Dr. Anxiao Jiang. Recent challenges involve a MNIST recognizer and a chatbot (NLP processing) by neural networks.	
Projects	MoshMusic [React Native] SXSW Hackathon, March 2018	
	Created multi-paged front end Android mobile application in React Native. Social network app creating connections based on Spotify data/playlists. Allows event hosts to create master playlists generated from attendee's music preferences.	
	Samaritan [HTML/CSS] HackTX, October 2017	
	Built front end of minimalist website with dynamic animations, browser-based sizing, and Google Maps display. Community-based app which allows "favors" to be requested and fulfilled for reputation points and eventually money.	
Activities	Aggie Coding Club [Project: Tensorflow Snake] Sept. 2017 - present	
	Active Member - Work in groups of 4-5 on an extensive long-term coding project. Current project involves training a neural network to beat the game Snake. In addition, attend lectures weekly provided by external companies/professionals regarding all things Code (e.g. Git, Docker, Types of Machine Learning). 3 hrs/wk	