Tony Zhu

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Education

Texas A&M University, College Station, TX
BS in Electronic Systems Engineering Tech.
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 | Git | CI/CD | Jira & Confluence | Linux | .NET

Libraries/Packages: React Native | 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, A&M Deep Learning Lab | *November 2017 - May 2018*
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

Automated Flight Attendant (Alfred) [Flask/React Native] | TamuHack, *January 2019*

Won 2nd in American Airlines' Challenge. Used Flask on a Raspberry Pi as an IoT server and a custom built React Native application to send POST requests. Other members worked on hardware to create a self driving and automatically dispensing drinks trolley to drive down aisles unmanned.

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.

Activities

Project Manager, Aggie Coding Club | *September 2018 - November 2018*

Lead 12 students to build a reddit-like forum for all classes on campus. Front-end built with ReactJS, back-end with Flask. Teach and guide many inexperienced students through the learning process and ultimately create a full stack web application.