

# Tony Zhu

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Summary	<p><b>Produces elegant yet efficient code</b> with 5+ years of experience in programming.</p> <p><b>Known as a proactive worker</b> and team player with clear-cut, comprehensive communication.</p> <p><b>Always passionate and enthusiastic</b> about problem solving and working with technology.</p>
Skills	<p><b>Languages:</b> Fluent in Java   experienced in HTML/CSS &amp; Javascript   C#, Python, and C++</p> <p><b>Tools:</b> Unity, Agile/Scrum Methodology, Github, Keras/Tensorflow, Linux, Matlab.</p> <p><b>Miscellaneous:</b> Ideation Process, Rapid Prototyping, Public Speaking, Video Editing, Ultimate Frisbee.</p>
Experience	<p><b>Software Engineer Intern, Schneider Electric   August 2018 - December 2018</b></p> <p>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.</p> <p><b>Software Engineer, Schneider Electric   August 2016 - December 2016</b></p> <p>Debugged and tested software products in a Scrum/Agile workflow environment.</p> <p>Programmed high level software in C# and CycL for company projects and products.</p> <p><b>Software Developer, A&amp;M University   April 2019 - Present</b></p> <p>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.</p> <p><b>Research Assistant, Deep Learning Lab  </b></p> <p>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.</p>
Education	<p><b>Texas A&amp;M University</b>, College Station, TX</p> <p>BS in Computer Science   University Honors</p> <p>Class of 2021</p> <p><b>Phillips Exeter Academy</b>, Exeter, NH</p> <p>David T. Swift Proctor Award</p> <p>Class of 2017</p>
Activities	<p><b>Aggie Coding Club Project: Tensorflow Snake  </b></p> <p>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</p> <p><b>Texas A&amp;M Coding Society  </b></p> <p>Active Member - Attend socials, networking events, lectures by industry professionals or professors, and presentations of local projects. 1 hrs/wk</p> <p><b>Aggie Artificial Intelligence Society  </b></p> <p>Active Member - Attend demonstrations/workshops provided by external parties regarding AI and Machine Learning related topics. 1.5 hrs/wk</p>