

YU ZHOU

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EDUCATION

UNIVERSITY OF COLORADO BOULDER

Graduated '17 | Boulder, CO

- Bachelor in Computer Science, GPA: 3.5.
- Master Level Courses: Machine Learning | Data Mining| NLP with Deep Learning | AI: Principles and Techniques

TECHNICAL SKILLS

- **Languages(Proficient) :** Python, JavaScript, Java
- **Libraries/Platforms:** Node.js/Express, Flask, jQuery, React.js,
- **Data/Databases:** MongoDB, MySQL, Machine Learning, Spark
- **Cloud Platforms:** Amazon Web Services, Google App Engine, Heroku

PROFESSIONAL EXPERIENCE

SYNOPSYS, *Software Engineer*

Pres. | Mountain View, CA

- Creating an automation system that facilitates internal projects' approval process.
- Designing a system API and a user interface that increases the productivity of Program Managers by 500%.
- Creating a mini Java framework that provides user management functionalities for later feature extension.
- Writing a constructive documentation for maintenance/extension of the mini Java framework.

FREELANCER.COM, *Software Engineer*

Jan – July '17 | Hayward, CA

- Used the Python/Django and Node.js/Express to build applications for clients with 5/5 satisfaction rate.
- Used Graphic design and typography to design websites, logos, and branding systems.

SERENITY FORGE STUDIO, *Software Engineering Intern*

Jan – May '16 | Boulder, CO

- Coded Pixel Galax in C#, a game that was highlighted at *Smithsonian Institute* in 2016.
- Collaborated with a team of 15 people to create the King's Bird, a game was later featured by GameSpot.
- Refactored the code of a NES game from C to C# to be supported with Wii.
- Made Pong in Unity and Snake in Java as personal projects.

INDIVIDUAL PROJECTS

YELPCAMP | [Click](#)

May 17' – Pres. | Hayward, CA

- Created Yelp-like dynamic web app for users to rate, comment, and share campgrounds.
- Technologies used: Node.js/Express, MongoDB, Bootstrap, RESTful routing, Passport.js, Heroku.

LEAGUEME (Senior Project) | [Click](#)

Feb – May 17' | Boulder, CO

- A website that allows League of Legends players to improve gaming skills by analyzing their game play data.
- Technologies used: Python, Scikit Learn, Flask, JavaScript, Riot Games API, LogoJoy

BLOCKMASTER, [Click](#)

Jan - Mar '17 | Boulder, CO

- Built a blockchain from scratch in Python, performed 200 test transactions within 10 minutes.
- Technologies used: Python, SHA-256, JSON, Time.py

WOLFKING, *Director*

Aug - Dec '16 | Boulder, CO

- A ecommerce site that allows university students to register for the Werewolf board-game tournament.
- Raised over \$1000 (Exceeded budget by over 120%) through fostering relationships with the CSSA (Chinese Students and Scholars Association) and securing corporate sponsorship
- Technologies used: Python, Django, Stripe, Bootstrap, Heroku

UNI. OF COLORADO, SCIENCE DISCOVERY | [Click](#)

Mar - May '16 | Boulder, CO

- A static website gives a quick access to essential information at the Science Discovery program.
- Technologies used: Jekyll, GitHub Pages, JavaScript