**EDUCATION**

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**YU ZHOU**

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| **UNIVERSITY OF COLORADO BOULDER** | 2012 - May ‘17 | Boulder, CO |

• Bachelor in Computer Science, GPA:3.5.• Master Level Courses: Machine Learning | Data Mining | Design and Analysis of Algorithms | NLP with Deep Learning| Network System | Compilers | Artificial Intelligence: Principles and Techniques|.

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| **Synopsys,** *Software Engineering Intern* | Pres. | Mountain View, CA |

• Creating an automation system that facilitates internal projects' approval process.

• Designing a system API and a user interface for the automation.

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| **FREELANCER.COM,** *Full Stack Developer* | 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.

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| **SERENITY FORGE STUDIO,** *Software Engineering Intern* | Jan – May ‘16 | Boulder, CO |

• Coded Pixel Galax in C#, a game that was showcased 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.

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| **INTERNATIONAL ENGLISH CENTER,** *Computer Technician.* | May - July ‘15 | Boulder, CO |

• Built an internal website with Python (Flask) that allowed the staff to report computer malfunctions.

• Worked as a Computer Technician and an administrative staff to serve a department of 200 staffs.

• Managed 250 students’ confidential information with a value of more than $3,000,000.

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| **YELPCAMP,** *Full Stack Developer* | May 17’ – Pres.| Hayward, CA |

• A yelp-like social network website for users to rate campground.

• Technologies used: Node.js/Express, MongoDB, BootStrap, RESTful routing, Passport.js, Heroku.

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| **LEAGUEME (Senior Project),** *Full Stack Developer* | 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, Flask, JavaScript, Riot Games API, LogoJoy

**INDIVIDUAL PROJECTS**

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| **BOBUDDY,** *Full Stack Developer* | Jan - Mar ‘17 | Boulder, CO |

• A location-sharing web application that allows board-game lovers to connect with each other.

• Technologies used: Node.js/Express, MongoDB, RESTful routing, Semantic-UI, Photoshop

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| **UNI. OF COLORADO, SCIENCE DISCOVERY** *Frontend Developer* | 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

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| **WOLFKING,** *Director/Backend Developer* | 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

**PROFESSIONAL EXPERIENCE**

**TECHNICAL SKILLS**

• **Languages(Proficient)** : Python, JavaScript, C++, C#, Java

• **Libraries/Platforms:** Node.js/Express, Django, Flask, jQuery, React.js,

• **Data/Databases:** MongoDB, MySQL, Michaine Learning, Spark

• **Cloud Platforms:** Amazon Web Servies, Google App Engine, Heroku