Ziang Chen

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EDUCATION

University at Buffalo (SUNY) **Expected Graduation:** June 2025
Computer Science, BS

RELEVANT COURSEWORK

- CSE442: Software Engineering, CSE 410: 3D Video Game Development, CSE331: Algorithms and Complexity, CSE 341: Computer Organization, CSE 250: Data Structures, CSE 220: Systems Programming, CSE 191: Discrete Math

WORK EXPERIENCE

iFixit - intern (2019-2020)

- Made precision microchip soldering for modern phones
- Acquired comprehensive skills in assembling a phone from the ground up

COMPUTER SCIENCE PROJECTS

Open World Survival Video Game (2023): Unreal Engine, C++, Bluestack, Mixamo

- Designed an immersive 3D model with Mixamo along with an immersive skeletal mesh that allows the user to grab items and interact with the environment
- Produced realistic character animations that mimic natural movements
- Contributed to the development of a physics engine that ensured that in-game characters adhered to real-life physics principals

Self-Sufficient Greenhouse (2023): Arduino, C++

- Built an automated system utilizing Arduino to measure moisture content and light intensity, to enable automated dispensing of water and adjustment of LED lights
- Worked closely with an electronics team to seamlessly integrate a touchscreen display and sensor systems, ensuring mechanical and electronic component compatibility\

Mobile Application (2023): Javascript, Node.js, Firebase, Figma, React, npm

- Implemented a dynamic system with real-time updates using Firebase
- Created the front end of the application with Figma designs
- Utilized npm to simulate a locally hosted environment

Vaccine Website (2021-2022): HTML, Javascript, Python, Bottle, JSON, AJAX

- Designed and implemented a web server using the Bottle framework
- Utilized AJAX for asynchronous communication between the front-end and back-end for seamless data retrieval and display
- Successfully rendered graphs in HTML with the plot.ly library

Penetration Testing (2020): Python, Kali Linux, Hydra

- Applied web scraping techniques to extract information from a website
- Conducted a data analysis to compile a collection of potential passwords for the account I was trying to breach
- Acquired proficiency in employing KaliLinux and Hydra in breaching websites

Extracurriculars:

- Theta Tau Design Committee Head

SKILLS & TOOLS

Languages: Python, Javascript, Scala, C, Assembly**,** HTML, C++, Bluestack
Tools: Visual Studio, IntelliJ, Emacs, Git, AutoCAD, Revit, Unreal Engine, KaliLinux, Mixamo, Node.js, Figma, Firebase, React, npm, MySQL, PHP