

# Xiaohan ZHU

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## EDUCATION

**Zhejiang University, Hangzhou, China**

**Sep 2015 – Present**

Bachelor of Agricultural Science, Expected Jun 2019 (GPA: **3.95/4.00** Ranking: 1/33)

**Queensland University of Technology, Brisbane, Australia**

**Feb 2018 – Jun 2018**

Exchange Student, Interaction Design (GPA: **6.667/ 7.000**)

## EXPERIENCE

**State key lab of Computer-Aided Design & Computer Graphics (CAD&CG)**

**Jun 2018 – Present**

*Research Assistant (Advisor: Prof. Wei Chen)*

*Zhejiang University, Hangzhou, China*

- Implemented the RSATree data structure which hierarchically approximates the aggregated values of data
- Designed and implemented a web-based visual query system that supports progressive visual specification, along with a data preprocessor based on the **C++ language** which generates the RSATree data structure

## PROJECTS

**TangPoet** – data visualization of Chinese female poets

**Jun 2018 – Sep 2018**

*Project Manager, Front-end Developer, Designer*

*State key lab of CAD&CG, Zhejiang University*

- Published by Xinhua Net – Chinese most significant press and received more than 100,000 views
- Implemented an interactive web system utilizing **React.js** and **D3.js**
- Resolved module dependency, version control and system deployment with **Webpack** and **Git**

**ReadyPlayerOne** – an independently developed creative game

**Mar 2018 – Jun 2018**

*Software Engineer, Interaction Designer (Advisor: Dr. Jared Donovan)*

*Queensland University of Technology*

- Utilized **UML**, especially sequential and class diagrams during system design
- Adopted different OOP design principles and algorithms in **Java** and **Processing**
- Maintained readability of the project following Google Java Style Guide

**TextEditor** – an auto-correct text editor with multiple functions

**Apr 2018 – May 2018**

*Software Engineer*

*University of California, San Diego, Coursera*

- Worked with Strings and Regular Expressions in **Java** to generate the Flesch Readability Score of user input
- Utilized Linked List and Tries for Markov Chain auto-complete text and Hash Map for calculating edit distance

**EarthquakeMap** – visualization of real-time worldwide earthquakes

**Mar 2018 – Apr 2018**

*Software Engineer*

*University of California, San Diego, Coursera*

- Searched and sorted data of earthquakes and visualized their attributes using UnfoldingMaps **Java** library
- Implemented events and buttons responding to user interactions in GUI application

**GraphMap** – a GUI application finding the shortest path between source and sink

**Feb 2018 – Mar 2018**

*Software Engineer*

*University of California, San Diego, Coursera*

- Created a class for map search engine and implemented weighed graph in **Java** to find the shortest path
- Used depth-first search and breadth-first search algorithms to generate the best route on a map

## AWARDS

National Scholarship (*Top 3%*)

**Sep 2017**

Zhejiang Provincial Government Scholarship (*Top 5%*)

**Oct 2016**

Zhejiang University First Prize Scholarship (*Top 8%, Twice*)

**Sep 2016, Sep 2017**

## **CERTIFICATES**

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**Mathematics:** Combinatorics and Probability • Introduction to Graph Theory • Mathematics for Machine Learning: Linear Algebra

**Computer Science:** Object Oriented Programming in Java • Data Structures and Performance • Advanced Data Structures in Java • Programming Fundamentals in C • Writing, Running, and Fixing Code in C • Deigning, Running, and Analyzing Experiments • Social Computing

**Interaction Design:** Human-Centered Design: an Introduction • Information Design • Input and Interaction • User Experience: Research & Prototyping • Design Principles: an Introduction