

Xiaohan ZHU

Bldg. Mengminwei, Zijingang Campus, Zhejiang University, Hangzhou, China
Homepage: xiaohan.com • Phone: (+86)188-6710-6646 • Email: xiaohan.zhu@outlook.com

Educational Background

Zhejiang University, Hangzhou, China

Sep 2015 – Present

Bachelor of Agriculture, Expected Jun 2019

GPA: **3.95/4.00** Ranking: **2/33**

Queensland University of Technology, Brisbane, Australia

Feb 2018 – Jun 2018

Exchange Student, Interaction Design

GPA: **6.667/ 7.000**

Research Experience

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

Jun 2018 – Present

Research Assistant

Zhejiang University, Hangzhou, China

- Published by Xinhua Net – Chinese most significant press and received xxx views. (TBD)
- Utilized React.js and D3.js to achieve interactive functionalities. (TBD)
- Utilized Git to maintain multiple branches. (TBD)

Project Experience

TangPoet – data visualization of Chinese female poets.

Jun 2018 – Sep 2018

Front-end Developer, Project Manager, Designer

State key lab of CAD&CG, Zhejiang University

- Published by Xinhua Net – Chinese most significant press and received xxx views.
- Built framework with React.js and achieved functionalities (force-directed graph and word cloud) with D3.js.
- Collaborated with two other people and utilized Git to maintain and manage multiple branches.

ReadyPlayerOne – an individually developed creative game.

Mar 2018 – May 2018

Software Engineer, Project Manager, Designer

Queensland University of Technology

- Adopted different OOP design principles and algorithms in Java and Processing.
- Utilized UML to visualize structure and Git to maintain branches.

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

Feb 2018 – Mar 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 minimum edit distance.

EarthquakeMap – visualization of real-time worldwide earthquakes.

Jan 2018 – Feb 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.

Jan 2018 – Feb 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 and Honors

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

Mathematics: Combinatorics and Probability • Introduction to Graph Theory

Computer Science: Object Oriented Programming in Java • Data Structures and Performance • Advanced Data Structures in Java • Designing, Running, and Analyzing Experiments • Social Computing

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