

Xiaohan ZHU

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EDUCATION

- Sep 2019 – Present** **University of California, San Diego**, La Jolla, USA
M.Sc. in Computer Science, Est. Dec 2020 **GPA: N/A**
Courses: Graduate Networked Systems (C++, AWS), Design and Analysis of Algorithms, Web Mining and Recommender Systems (Python)
- Sep 2015 – Jun 2019** **Zhejiang University**, Hangzhou, China
B.Sc. (Agr.) in Landscape Gardening **GPA: 3.95/4.0, Ranking: 1/33**
- Feb 2018 – Jun 2018** **Queensland University of Technology**, Brisbane, Australia
Exchange Student, Interaction Design **GPA: 6.67/7.0**

EXPERIENCE

- Mar 2019 – Jul 2019** **NineChapter (lintcode.com & jiuzhang.com)**, Hangzhou, China
Software Engineering Intern
React.js | Django (RESTful) | WebSocket | Bootstrap | HTML | CSS3
 - Developed a real-time interactive Q&A section and brand-new UI for **main entry that possesses most traffic** (5,000+ active users), and **increased course management efficiency** by developing internal tool for coupon management and course analysis
 - Centralized and styled codebase and removed redundant code implementing utility functions
 - Reviewed code and provided feedback for 2 new teammates
- Jun 2018 – Jan 2019** **State key lab of Computer-Aided Design & Computer Graphics**, Hangzhou, China
Research Assistant (Advisor: Dr. Wei Chen)
JavaScript | Git | Webpack | D3.js | React.js
 - Developed a responsive and adaptive data visualization web page of Chinese female poets, which is published online ([link](#)) and **receives 150,000+ views**
 - Took leadership of a team of 3 people, managed the project and cooperated with Xinhua Net – the **most significant press media in China**

PROJECTS

- Apr 2019 – May 2019** **Plant Search** – a query system for landscape architects in Hangzhou, China
 - Independently learned **Django** from scratch and **implemented the system in 6 weeks**, which was rated the **top 5% of graduation projects** at Zhejiang University
 - Developed a brand-new innovative way to search plants based on morphology in Hangzhou
- Apr 2018 – Jun 2018** **‘Ready Player One’ ([link](#))** – an independently developed creative game
 - Designed and implemented an interactive action game based in **Java and Processing**, which **received the highest score (7.0/7.0)** out of 140 students
 - Designed, developed and maintained the project utilizing **UML**, following Google Java Style Guide for readability and using **Git** for version control
- Apr 2018 – May 2018** **Text Editor** – an auto-correct text editor with multiple functions
 - 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
- Mar 2018 – Apr 2018** **Earthquake Map** – visualization of real-time worldwide earthquakes
 - Sorted and visualized earthquake data in **Eclipse** using **Java** UnfoldingMaps library
 - Implemented events and buttons responding to user interactions in **GUI** application

ACHIEVEMENTS

- Oct 2017 – Present** **17 MOOC certificates ([link](#))** in computer science, mathematics and HCI from Coursera and EdX
- Sep 2016 – Sep 2017** **China National Scholarship** (Top 2% students at Zhejiang University)
- Sep 2015 – Sep 2016** **Zhejiang Provincial Government Scholarship** (Top 5% students in Zhejiang Province)