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 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 · Deigning, 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