

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

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