

# Xiaohan ZHU

[xhzhu.me](http://xhzhu.me)

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## EDUCATION

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- Sep 2019 – Present**      **University of California, San Diego**, La Jolla, USA  
M.Sc. in Computer Science, Est. Dec 2020
- 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: 6.667/7.0**

## EXPERIENCE

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- Mar 2019 – Jul 2019**      **Ninechapter (lintcode.com & jiuzhang.com)**, Hangzhou, China  
Software Engineering Intern
- Reorganized, maintained existed layout and functions, developed a real-time interactive Q&A section and brand-new UI features of an online course platform for 5,000+ active users, using React.js, WebSocket, Bootstrap and CSS3
  - Increased course management efficiency by developing internal tool for coupon management and course analysis, based on React.js, Django and Django REST framework
  - Reviewed JavaScript code changes 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: Prof. Wei Chen)
- Developed a responsive and adaptive data visualization web page of Chinese female poets, which is published online ([view](#)) and receives 150,000+ views
  - Managed 3 teammates and cooperated with Xinhua Net – Chinese most significant press
  - Designed and implemented the project using D3.js and React.js, resolved module dependency and system deployment with Webpack

## PROJECTS

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- 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 in Hangzhou, China
- Apr 2018 – Jun 2018**      **‘Ready Player One’ ([view](#))** – an independently developed creative game
- Architected 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
- Mar 2018 – Apr 2018**      **Earthquake Map** – visualization of real-time worldwide earthquakes
- Searched and sorted data of earthquakes and visualized their attributes in Eclipse utilizing Java UnfoldingMaps library
  - Implemented events and buttons responding to user interactions in GUI application

## AWARDS

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- Year 2016 – 2017**      **China National Scholarship** (Top 2% students at Zhejiang University)
- Year 2015 – 2016**      **Zhejiang Provincial Government Scholarship** (Top 5% students at Zhejiang Province)