

Xiaohan Zhu

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Java • JavaScript • HTML • CSS
React.js • Eclipse • TypeScript
UX/UI • Git • Agile Development • Jira

Personal Website: xhzhu.me

Education

University of California San Diego / Master of Science in Computer Science GPA: 3.93/4.0
SEPT. 2019 - (EXP.) DEC. 2020, SAN DIEGO, CA

Zhejiang University / Bachelor of Science in Agriculture (Landscape Gardening) GPA: 3.95/4.0
SEPT. 2015 - JULY 2019, HANGZHOU, CHINA

Queensland University of Technology / Exchange Student GPA: 3.90/4.0
FEB. 2018 - JUNE 2018, BRISBANE, AUSTRALIA

Focused on UX/UI and Human-Computer Interaction courses

Industrial Experience

Intuit / Software Engineer Intern

JUNE 2020 - SEPT. 2020, MOUNTAIN VIEW, CA (REMOTE DUE TO COVID-19)

- Achieved **mobile responsiveness** of QuickBooks Online worldwide (8+ countries) in **CSS/Sass** in 2 weeks, impacted 92% of mobile user traffic and increased returning trial users by 41%
- Led the initiative to deploy new plugins in **React.js**, **Dojo** and built unit **tests** for redirecting mobile trial users to native apps, increased app download rate by 157% (from 7% to 18%)
- Cooperated with design and other product teams utilizing **Agile** Kanban methodology
- **Reviewed code** for peers actively to improve the readability and efficiency of the codebase

NineChapter / Software Engineer Intern

MAR. 2019 - JULY 2019, HANGZHOU, CHINA

- Launched a brand-new UI and interactive Q&A sections on the index page of the course platform with 5,000+ daily active users while conducting **code review** for 2 teammates
- Refactored, centralized codebase in **JavaScript** and transplanted internal tools from **Django** to **React**, enhanced course management experience by reducing course creation time by 50%+

XinhuaNet & State Key Lab of CAD&CG / Software Engineer, Research Assistant

JUNE 2018 - JAN. 2019, HANGZHOU, CHINA

- Coordinated a team of 3 people, communicated and collaborated with China's most significant press - XinhuaNet Data News team for the deployment of a data visualization project
- Designed and constructed a **mobile responsive data visualization** page of Chinese female poets in **D3.js**, which is published nationwide by XinhuaNet and received 150,000+ views

Projects

XQuery Processor / Java, Antlr

MAR. 2020 - MAY 2020, UNIVERSITY OF CALIFORNIA, SAN DIEGO

- Defined parser's grammar in Antlr4, implemented an execution engine supporting XQuery
- Optimized query by improving JOIN operator(e.g. achieve smallest possible height with "bushy" join plan, avoid Cartesian products), replaced WHERE and FOR by JOIN when feasible

Refactor a Game in Play Store - 'Flappy Cow' / Java, Android

JAN. 2020 - MAR. 2020, UNIVERSITY OF CALIFORNIA, SAN DIEGO

- Collaborated with 2 teammates, applied software engineer principles on an Android game to achieve modularity and reusability, using Open-Close Principle, **OOD**, Factory Patterns, etc.

A Game Based on 'Ready Player One' (**Demo**) / Java, Processing

APR. 2018 - JUNE 2018, QUEENSLAND UNIVERSITY OF TECHNOLOGY

- Designed and implemented an interactive action game which received the highest score (7.0/7.0) out of 140 students, utilizing **UML** and using **Git** for version control in **Java**

Award and Achievement

17 MOOC certificates ([link](#)) in computer science, mathematics and HCI

China National Scholarship (Top 2% students at Zhejiang University)

Zhejiang Provincial Government Scholarship (Top 5% students in Zhejiang Province)