

# Xiaohan Zhu

GitHub: [github.com/visland](https://github.com/visland)  
LinkedIn: [linkedin.com/in/xh-zhu](https://www.linkedin.com/in/xh-zhu)

(858)344-8820  
[xhzjune@gmail.com](mailto:xhzjune@gmail.com)

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

Personal Website: [xhzhzhu.me](https://xhzhzhu.me)

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## Education

**University of California San Diego** / Master of Science in Computer Science    GPA: 3.93/4.0  
SEPT. 2019 - (EXP.) FLEXIBLE: DEC. 2020 OR SPRING 2021, 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** / UX/UI Exchange Student    GPA: 3.90/4.0  
FEB. 2018 - JUNE 2018, BRISBANE, AUSTRALIA

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## Industrial Experience

**Intuit / Software Engineer Intern (Part-time)**

SEPT. 2020 - PRESENT, MOUNTAIN VIEW, CA (REMOTE)

- Focused on improving **user experience** in QuickBooks Cash and Payments using **React.js**
- Cooperated with design and other product teams utilizing **Agile Scrum** methodology

**Intuit / Software Engineer Intern**

JUNE 2020 - SEPT. 2020, MOUNTAIN VIEW, CA (REMOTE)

- 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%)
- **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

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## 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**

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## Award and Achievement

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

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