

# Wilson Zhao

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## SKILLS

### PROGRAMMING

Extensive:

iOS • JavaScript • SML • Python

Proficient:

Go • C • HTML/CSS

## LINKS

Website:// [www.wilsonzhao.com](http://www.wilsonzhao.com)

Github:// [wilzh40](https://github.com/wilzh40)

LinkedIn:// [wilsonzyzhao](https://www.linkedin.com/in/wilsonzyzhao)

## COURSEWORK

Reinforcement Learning (grad)

Intro to Machine Learning

Artificial Intelligence

Neural Computation

Parallel/Sequential Data Structures and Algorithms

Intro to Computer Systems

Principles of Functional Programming

Great Theoretical Ideas in CS

Vim StuCo

## ACTIVITIES/ORGS

### Mellonheads

Helped found Mellonheads, an on-campus community for all things related to hackathons and maker culture

Phi Delta Theta PA Rho

## EDUCATION

### CARNEGIE MELLON UNIVERSITY

B.S., COMPUTER SCIENCE

Expected May 2019 | GPA: 3.37 Unweighted

## EXPERIENCE/PROJECTS

### GOOGLE X, THE MOONSHOT FACTORY

JUNE 2018 – PRESENT | SOFTWARE ENGINEERING INTERN

Mountain View, CA

- Worked on an early stage project

### GREAT PRACTICAL IDEAS IN CS

AUGUST 2016 – PRESENT | HEAD TEACHING ASSISTANT

Carnegie Mellon University

- A TA-taught class focused on practical programming tools such as terminal, Git, and Vim
- Led a core team to maintain infra and create labs
- Prepared and gave lectures for the entire CS freshman class

### EXPO.IO SOFTWARE ENGINEERING INTERN

June 2017 – August 2017 | Palo Alto

- Expo is a small startup that lets developers build native apps that work across both iOS and Android by writing them once in just JavaScript.
- Took ownership over Expo CLI tools. Increased test coverage, improved code quality and performance.
- Built client/server validation library for Expo application manifests.

### SPLUNK | SOFTWARE ENGINEERING INTERN

May 2016 – August 2016 | San Francisco, CA

- Worked with a Javascript frontend stack as part of the UI Framework Team.
- Fixed bugs, wrote a tour/tutorial component, and updated the style guide.
- Used React and Electron to create a GUI Daemon manager and config editor.

### SOUNDSIEVE | IOS APPLICATION

February 2015 | Fremont, CA

- HSHacks II award winner
- A music discovery app with a Tinder-like interface that skips to the best part of the song.
- Used Swift, SoundCloud API and OAuth to connect your user profile and stream

### INNOGEN STUDIOS | FOUNDER

May 2014 – Present | Fremont, CA

- Started a small iOS game-development studio with 3 other people.
- Published two apps: RoidAvoid and Robo-bird on the App Store.
- Used the cocos2d game library and OpenGL for graphic rendering.

## AWARDS

2015	Most Innovative/Challenging Hack	HSHacks II
2014	Most Creative Hack	CodeDay Silicon Valley
2014	Best Game	CodeDay San Francisco
2014	80/3185	PicoCTF