# Qizhou FANG

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## **Work Experience**

#### **Android App Development Intern**

Jan.2025 - July.2025

YouVersion, Edmond, OK

- Developed and maintained features for the Bible App Lite Android application using Flutter and Dart, serving over 55 million users.
- Collaborated with product and design teams to implement new UI components and user flows.

#### **Computer Fabrication Research Assistant**

July 2023 - June 2024

Davis, CA

• Wrote Python and C++ scripts to simulate and generate 3D-printable microstructures for materials research.

#### **Education**

#### • University of California, Davis

Dec.2024

Master of Science, Computer Science

Related Courses: Machine Learning & Discovery, Advanced Machine Learning

# • University of California, Irvine

Sep.2022

Bachelor of Science, Mathematics, Concentration in Data Science

## **Projects**

#### Bible App Lite – "Get Help" Feature Redesign (YouVersion Internship)

Mar.2025 - June.2025

- Integrated real-time customer support via WhatsApp and SMS, increasing user accessibility and satisfaction through familiar messaging platforms.
- Designed client-side caching and refresh logic to store and update support contact data efficiently.
- Streamlined the "Get Help" experience by optimizing API interactions, leading to reduced user friction and faster access to support resources.

# Microstructure Design Automation for Target Elasticity [Slides]

July 2023 – June 2024

- Modeled the microstructure optimization task as a loss minimization problem to match target elasticity properties using SciPy.
- Improved custom C++ linear solvers to handle periodic boundary conditions, reducing computation time by 41%.
- Evaluated and compared multiple loss functions to improve convergence and accuracy of generated microstructures.

## IBlog - Full-Stack Blog Platform [GitHub]

May.2024 - June.2024

- Built a blog platform using Handlebars for server-side rendering and JavaScript for dynamic client interactions.
- Implemented RESTful APIs to manage user accounts and blog posts using a SQLite database.
- · Added search and sort functionality to enhance user experience and content discoverability.

# Pygame Chess UI – Standard + Fog of War Mode[GitHub]

July 2023 – March 2024

- Created a custom graphical chess interface using Pygame with piece animations and event handling.
- Developed LAN multiplayer using Python sockets to support both standard and Fog of War chess variants across multiple
  devices.

#### AI-Based E-Sports Prediction Tool[Live Demo]

Nov.2021 - Dec.2021

- Trained Keras-based binary classification models to predict e-sports match outcomes using gameplay statistics from the first 10 minutes.
- Built a Streamlit web application to visualize predictions and display interactive game insights.

#### Skills

- Programming Languages: Dart, JavaScript, HTML, CSS, python, C++
- Frameworks/Libraries: PyTorch, Numpy, Flutter, Riverpod, React, Node.js, Express.js, SQL
- Development Tools: Git, Bash, Docker, NPM, Android Studio, Visual Studio Code