Qizhou Fang

15501 N Pennsylvania Ave, Edmond, OK 73013 | (626) 313-8139 | qfang8ae@gmail.com
GitHub | LinkedIn

Education

- **University of California, Davis** *Dec.2024*
  Master of Science, Computer Science
- **University of California, Irvine** *Sep.2022*
  Bachelor of Science, Mathematics, Concentration in Data Science

Skills

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

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 Riverpod, serving over 1.5 million daily active users.
- Implemented real-time customer support integration via WhatsApp and SMS using Java and Flutter's Pigeon library, enabling seamless communication through familiar messaging platforms.
- Optimized the "Get Help" feature by improving API interactions, reducing user friction and accelerating access to support resources.
- Collaborated with cross-functional teams to deliver UI components, resolve issues in Android Studio, and participate in code reviews.

Computer Fabrication Research Assistant [Slides] *July 2023 – June 2024*
Davis, CA

- Wrote Python and C++ scripts to simulate and generate 3D-printable microstructures for materials research.
- Improved custom C++ linear solvers to handle periodic boundary conditions, reducing computation time by 41%.

Projects

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.