Hubert Xubo Zhang

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Objective

Fourth year computer science student looking for an opportunity to apply and develop my programming skills.

Education

University of Michigan, Ann Arbor   **Jan. 2022 - Present**
B.S.E in Computer Science
Current Coursework: Foundations of Computer Science, Database Management Systems
Relevant Completed Coursework: Programming and Intro Data Structures, Data Structures and Algorithms, Introduction to Computer Organization, Discrete Mathematics, Linear Algebra, Introduction to Statistics and Analysis, Multivariable and Vector Calculus

Washtenaw Community College   **Aug. 2019 - Dec. 2021**

Experience

University of Michigan Esports   **Sep. 2023 - Present**
Team Manager   Ann Arbor, MI
- Organizing in-person events for a team 5 students to bond outside of the game
- Managing logistics and scheduling practice with other teams
- Handling unexpected events such as missing games or scrims and finding substitutes when necessary
- Communicating with players and ensuring they understand game/tournament details and rules

University of Michigan Dining Hall   **Feb. 2023 - Present**
Student Manager   Ann Arbor, MI
- Working alongside assistant managers to help supervise other student employees
- Assigning student employees with tasks and making sure they follow health and safety guidelines
- Onboarding new student employees
- Working on scheduling and training new student employees
- Meeting with students that are missing too many shifts and helping them come up with a plan so they attend their scheduled shifts

Projects

Search Engine   **Apr. 2025**
- Built a full-stack search engine using Python, Flask, and Elasticsearch. Implemented a custom web crawler and indexing system to deliver ranked search results with a focus on performance and scalability.

Full-Stack Instagram Clone   **Feb. 2025**
- Developed a full-featured Instagram clone across three projects: static frontend, server-side backend, and interactive client-side rendering. Used Python (Flask), SQL, JavaScript, and REST APIs for user management and real-time interactions.

Zombie Defense   **Oct. 2023**
- Created a dynamic zombie defense game in C++ utilizing priority queues, pointers, and dynamic memory management, focusing on algorithm optimization and real-time event handling.

Puzzle Solver   **Sep. 2023**
- Implemented a pathfinding algorithm in C++ using breadth-first and depth-first search to find optimal routes within a 2D coordinate grid.

Machine Learning Piazza Post Classifier   **June 2022**
- Machine learning algorithm that trains on a set of Piazza posts and classifies keywords written in C++. The algorithm can then take a new set of posts and classify them under specific keywords in order to sort posts automatically.

Office Hour Online Queue   **June 2022**
- Office hours online queue utilizing linked lists and json files written in C++ to create a queue for office hours for instructors to use.

Skills

Languages: C++/C, Python, Javascript
Spoken Languages: English (Fluent), Mandarin (Conversational)