

YOLANDA ZHOU

yolandaz.com · me@yolandaz.com



EDUCATION

Massachusetts Institute of Technology (MIT) 2015-current, GPA 4.5/5.0 **Cambridge, MA**

- Candidate for Bachelor of Science in Computer Science
- **Relevant Coursework:** User Interface Design, Design & Analysis of Algorithms, Artificial Intelligence, Software Construction, Design & Development of Games for Learning, Computer Systems, Computer Graphics



EXPERIENCE

Facebook (Messenger Web UI Team) · Software Engineer Intern **Menlo Park, CA**

- Implemented a new settings menu for the Facebook.com chat tabs in React.js and Reason *Summer 2018*
- Added logging to track usage of the menu and experiments to test new features such as icons

Google (CRM Mobile Platform Team) · Engineering Practicum Intern **Mountain View, CA**

- Designed and implemented 3 UI iterations to display revenue data in Google's CRM sales app for both android and iOS using Flutter and Dart *Summer 2017*
- Wrote a Java API and unit tests to pull revenue data for a counterfactual analysis tool
- Created a store in the mobile app model layer to process the API data for the UI

Covered Security · Web Developer Intern **Boston, MA**

- Created a web-based product and browser extension that helps consumers easily and securely manage their online identity, information, and activity on a startup team of 5 *Summer 2016*
- Designed the UI/UX and worked on the front-end using technologies including Angular.js, Node.js, Sketch, InVision, SASS, AWS, Grunt, Protractor, and Git

MIT Teaching Systems Lab · Web Game Developer **Cambridge, MA**

- Designed and developed the front-end for Committee of N, an asynchronous, Socket.IO web-based game for teachers to learn how to design schools *February - May 2016*



PROJECTS

- **Personal Website** (yolandaz.com): designed and coded from scratch to showcase my projects and skills
- **MIT ADT Website** (adt.mit.edu): designed and coded from scratch to showcase my dance team
- **In Memoriam** (yolandaz.com/in-memoriam): an escape-the-room game built using Unity for a class project
- **Candy Crush** (yolandaz.com/candy-crush): a web UI for the popular mobile game using HTML, CSS, and JS
- **Daily Verbal Communication** (yolandaz.com/daily-communication): a web visualization using p5.js



LEADERSHIP

- **6.042 Mathematics for Computer Science** · *Teaching Assistant*: taught weekly recitations
- **6.148 Web Programming Competition** · *Instructor & Pub Chair*: gave lectures on UI and front-end web
- **6.009 Fundamentals of Programming** · *Lab Assistant*: helped students learn and graded assignments
- **MIT Asian Dance Team** · *Director of Marketing*: designed promotional materials, coordinate cover videos
- **MIT Design for America** · *Webmaster*: created the website for MIT DFA and mentored project teams
- **HackUC** · *Organizer*: helped organize the first hackathon at Union County Vocational Technical Schools



SKILLS

- **Development:** HTML, CSS, JavaScript, React.js, Angular.js, Node.js, Socket.IO, Reason, Python, Java
- **Design:** Sketch, Photoshop, Illustrator, InVision, After Effects, Premiere, Final Cut Pro, UI/UX, graphic design