Yolanda Zhou

DEVELOPER AND DESIGNER

CONTACT

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- yolandaz.github.io
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- (908) 608-7935

COURSEWORK

Math For Computer Science (6.042)

Introduction to Computer Science Programming in Python (6.0001)

Cellular Automata (12.A32)

Introduction to Education (11.124)

-- Taking Spring 2016 --

Introduction to Algorithms (6.006)

Introduction to EECS I (6.01)

Design and Development of Games for Learning (11.127)

SKILLS

HTML & CSS/SASS

JavaScript & JQuery

Python & Java

Git and GitHub

Photoshop & Illustrator

After Effects

AutoCAD & Inventor



EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY (MIT)

Cambridge, MA

Class of 2019

- Candidate for Bachelor's Degree in Computer Science

UNION COUNTY MAGNET HIGH SCHOOL

Scotch Plains, NJ

Class of 2015

- High School Diploma (QPA: 96.2/100)



EXPERIENCE —

WEB DESIGN INTERN @ CARTERA COMMERCE

January 2016 - Current

Boston, MA

- Redesigned the main Cartera Commerce website

CO-DIRECTOR OF SALES AND MEDIA @ MIT ADT

December 2015 - Current

Cambridge, MA

- Designed promotional posters, flyers, videos, shirt designs, and tickets
- Organized photoshoots, handled reimbursements, created DVDs

SECURITY INTERN @ DUN & BRADSTREET

July 2015 - August 2015

Short Hills, NJ

- Conducted penetration tests using tools such as Burp Suite
- Created an XML parser using Python
- Learned how to work in an Agile environment

DESIGN INTERN @ ALCATEL-LUCENT

June 2015 - July 2015

Murray Hill, NJ

- Designed the graphics and interface for a data visualization program

ORGANIZER @ HACKUC

January 2015 - June 2015

Scotch Plains, NJ

- One of the main organizers for the first hackathon at UCVTS



PROJECTS

YOLANDAZ.GITHUB.IO

- My personal website made using HTML, CSS, Javascript, and Illustrator

ON POINT @ HACKBCA 2015

- A webapp for fashion and clothing developed with a team at hackBCA

CLOUD NINE

- Android app developed with a team for the Technovation Challenge

RICEROCKS

- Python games for a Coursera class including RiceRocks and Pong

CLUE

- Computer version of the game Clue using Java, made with a team