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Zhenbang Chen
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Education

Massachusetts Institute of Technology (MIT)   **Cambridge, MA**
Candidate for a Bachelor of Science degree in Computer Science and Engineering (GPA: 4.8/5.0)   *2021*
Relevant Coursework: Design and Analysis of Algorithms, Computer Systems Engineering, Mathematics for Computer Science, Introduction to Machine Learning

Experience

MIT Game Lab   **Cambridge, MA**
Software~~MIT Game Lab~~ Developer   *June 2018 – February 2019*
- Developed new backend/shaders/models/UI for Einstein's Playground, a planetarium-based real-time simulation for visualizing special relativity in everyday environments
- Increased runtime performance by over 500% while significantly improving graphics and model quality
- Coordinated with Boston Museum of Science staff to test planetarium dome projections

Code for Good   **Newton, MA**
Web App Developer   *February 2018 – May 2018*
- Contributed to frontend of an experimental web system to guide site visitors to appropriate help/donor resources for The Second Step, a domestic violence prevention non-profit
- Met frequently with non-profit to identify design needs and discuss product specifications

North Carolina Virtual Public Schools – Peer Tutoring Center   **Raleigh, NC**
Senior CS/Math/French Tutor   *January 2015 – August 2018*
- Guided distance learning students in Computer Science, Math, Chemistry, and French courses in over 70 separate tutoring sessions
- Engaged in recruitment of new tutors and in raising program profile
- Helped oversee transition to new tutoring interface through Upswing.io

Engineers Without Border   **Cambridge, MA**
Team Member   *October 2017 – May 2018*
- Researched methods for constructing an irrigation system for the village of Mkutani, Tanzania
- Coordinated with professional Boston Engineers without Borders chapter to plan an assessment trip to identify engineering challenges firsthand

Skills

- **Programming** *(Familiar: Python, C#) (Basic: C++, JavaScript, HTML, CSS, Java, SQL)*
- **3D Modeling/Animation/Graphics Design**
- **Game Development** *(Unity3D, Blender)*
- **Web Development** *(Basic: Django, MERN Stack)*
- **Data Mining**
- **Languages: French, Mandarin**

Projects

GitHub: github.com/zbchen29 and github.mit.edu/zhenbang
Portfolio: behance.net/rigelb8ia7cd80

Fractoid – Top-down shooting game written in Unity
Catan Generator – Generator for mathematically fair, randomized starting setups for the boardgame Settlers of Catan
March Madness – Visualization of NCAA basketball match progressions with datamined minute-by-minute statistics
3D Modeling Projects – Accurate architectural models of an entire house, a school front, a dining room, etc.