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Cambridge, MA 02139

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 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

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

Projects

Website/Portfolio: zhenbangchen.com and behance.net/rigelb8ia7cd80

GitHub: github.com/zbchen29 and github.mit.edu/zhenbang

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 – Visualizations 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.