

# David Zhan

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## EDUCATION

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**University of Massachusetts Amherst**  
BS, Computer Science  
Commonwealth Honors College

Expected: Sep 2022 - **May 2025**  
Overall GPA: 3.97 — Major GPA 4.0

## EXPERIENCE

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### UMass Amherst — CICS

Anticipated Start: Feb 2024

*Undergraduate Course Assistant (Teaching Assistant)*

- Assist a computer systems course during lectures and by grading assignments, labs, and exams.
- Lead labs and small group discussions, help students during my office hours and in the class discussion board.
- Gain leadership skills, learn to better communicate with and teach core concepts to my peers.

### RadWatch — UC Berkeley Dept Nuclear Engineering

Jun - Aug 2021

*Summer Intern*

Jun - Aug 2020

- Worked on DoseNet, an international sensor network for improving community understanding of radiation.
- Created and integrated Python scripts and web tools to process and visualize mass quantities of sensor data.
- Learned to communicate and collaborate with a group to improve and add features to an existing project.

### Academic Talent Development Program

Jun - Aug 2019

*Teaching Assistant: Web Development, Programming in Java*

Jun - Aug 2017

- Analyzed student code, assisted in grading, and led my own small group of students in completing classwork.
- Learned how to communicate and lead groups to better collaborate with each other and be responsible.

## PROJECTS

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### Blahgenda

Nov 2022

*React.js, Appwrite, HTML/Sass, AWS*

blahgenda.dzhan.dev — devpost.com/software/blahgenda

- Winning submission to HackUMass X in the category Best Use of Appwrite.
- Is a calendar and scheduler designed to maximize efficiency and glanceability while remaining beautiful.
- I worked on styling, UI/UX, and implementing features and the flow of the page.
- Learned a lot about React.js, and about working collaboratively in an intense, crunch-time environment.

### Personal Website

Oct 2017 - Present

*JavaScript, HTML/Sass, Git, Linux*

davidzhan.com

- Displays current projects, my programming and photography portfolios, and my contact info.
- Allows me to experiment with and learn web development, Linux server hosting, and Git version control.

### Artemis

Nov 2020

*Godot Engine, GDScript (similar to Python)*

itch.io/jam/game-off-2020/rate/840095

- Solo submission ranking in the top half of Game Off 2020, GitHub's annual month-long game jam.
- Used a game engine for the first time, learning game development and a new language in just 1 month.

## SKILLS

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- **Programming:** JavaScript/TypeScript, Python, Java, C, HTML/CSS/Sass, GDScript, PHP,  $\text{\LaTeX}$
- **Software:** Familiarity with Linux, the terminal, Git/GitHub, Godot Engine
- **Relevant Coursework:** Intro to Algorithms, Data Structures, Linear Algebra, Statistics, etc.
- **General Skills:** Active listening, inclusive collaboration, problem-solving, efficiency under pressure
- **Languages:** Native English and Chinese (Mandarin) speaker