

William Zhang

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Relevant Links: [LinkedIn](#) | [GitHub](#)

Skills: Python, Java, JavaScript, C++, HTML, CSS

EDUCATION

University of Michigan, Ann Arbor

May 2026

BSE Computer Engineering

- **Relevant Coursework:** Data Structures , Discrete Mathematics

EXPERIENCE

IEEE (Institute of Electrical and Electronics Engineers)

July 2023

Student Volunteer

Chicago, IL

- Engaged with professionals from over 30 countries, fostering a global network and deepening expertise in cutting-edge software engineering technologies
- Entertained IEEE members with a captivating orchestral violin and viola trio performance during the esteemed Carl Chang's banquet

Professor Kearfott's Lab

September 2023 - Present

Research Assistant

Ann Arbor, MI

- Collaborate with a team creating virtual reality experience for radiation protection and nuclear sciences
- Utilize Unity and Blender for VR game development on Oculus Quest
- Employ Uptail and 3-D cameras for extended reality training

Xilin Chinese School and Baoying High School

June 2019 - August 2019

English Teacher

Jiangsu Province

- Designed engaging lesson plans for Chinese high school students to foster a deeper understanding of American culture and explore college opportunities
- Cultivated students' confidence in public speaking and communication skills in a language they're unfamiliar with, and assisted them in expressing themselves effectively
- Facilitated a meaningful cross-culture exchange, effectively connecting students with international audiences despite language barriers

Ding Dang Sushi Restaurant

December 2021 - June 2023

Cashier, Chef, and Manager

Naperville, IL

- Demonstrated strong leadership by overseeing a dynamic team responsible for crafting bento boxes, appetizers, and sushi, ensuring high-quality food preparation and presentation
- Strategically devised and implemented an innovative sales strategy, leading to a remarkable 23% surge in restaurant sales within six months
- Implemented efficient processes in the kitchen and front-end operations, resulting in reduced wait time for customers, improved service quality, and increased overall customer satisfaction

PROJECTS

Euchre | C++

October 2023

- Developed robust algorithms for real-time card dealing, player decision-making, and game scoring
- Leveraged object-oriented design principles to craft scalable and modular game components
- Implemented comprehensive error-handling routines, ensuring smooth gameplay

Image Resizer | C++

September 2023

- Developed a dynamic content-aware image resizing tool using seam-carving algorithm, where it intelligently identified and remove low-importance pixels by calculating energy and cost matrix
- Leveraged computer vision libraries, optimizing image processing speeds and enhancing accuracy

Battleship | C++

July 2023

- Implemented an interactive Battleship game with easy and medium CPU difficulties
- Designed CPU opponents to simulate typical player ship placements, enhancing gameplay challenge