Ziv Weissman

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EDUCATION

University of California, Santa Barbara — BS in Computing (Computer Science), College of Creative Studies

June 2026

- GPA: 4.0/4.0

Relevant Planned Coursework 2022-2023:

 Data Structures and Algorithms, Introduction to Computer Communication Networks, Computer Organization and Logic Design, Computer Programming and Organization, CS Lab I & II, Linear Algebra with Applications, Discrete Mathematics, Differential Equations, Probability and Statistics

Foothill-De Anza Community College District — GPA: 4.0/4.0

Summer Classes: Introduction to Linux, Ceramics & Sculpture, Math

Palo Alto High School — Palo Alto, CA — GPA: 4.20/4.0

June 2022

Relevant Coursework: AP CS A, AP Physics C: E&M, AP Physics C: Mechanics, AP Calculus BC, AP Statistics, AP English Language and Composition

SKILLS

Languages: C++, JavaScript, Node.js & React.js, SQL, Bash, Python, Test-Driven Development with Jest, & PHP Other Relevant Skills: Unreal Engine Game Dev & Fluent Hebrew Speaker

Experience & Accomplishments

First Place Winner, CHI 2021 Student Game Competition

- Developed an engaging Zombie Shooter Video Game with alternative controls for those with physical disabilities
- Won first place at the 2021 Computer Human Interface Conference Student Game Competition
- Created pipelines to connect software on different platforms
- Connected my research partner's facial expression detection AI as input for Unreal Engine

Publications

Taheri A, Weissman Z and Sra M (2021) Design and Evaluation of a Hands-Free Video Game Controller for Individuals With Motor Impairments. Front. Comput. Sci. 3:751455. doi: 10.3389/fcomp.2021.751455

Conference version appeared in <u>Augmented Humans '21</u>

Most Recent Activity

Blockchain from Scratch, Github Repo

- Used Node.js and Express to develop an API for distributed computers to run a Bitcoin copy
- Created a front end with Express.js

Al Poem Sharing Social Media, Github Repo

- Designed and implemented from scratch a Node.js, Express, and MySQL backend and a React.js frontend
- Functional social media site with security implementations and cookie handling for sharing text generated by AI

Other Involvements

- High School water polo team captain and set defense
- youth programming, physics, math, and game development tutoring
- experience with LAMP stack
- VR development on Godot Game Engine and Unity with python and C# respectively
- CTF and Security Practice on pwn.college