

Ziv Weissman

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EDUCATION

University of California, Santa Barbara — *BS in Computing (Computer Science), College of Creative Studies* June 2026

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, Bash, Python, Test-Driven Development with Jest, PHP | Fluent Hebrew Speaker |

Unreal Engine Game Dev

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 [Augmented Humans '21](#)

Other

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, Developed a Chrome Extension.