ZUO WANG

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Education

University of Washington   *Seattle, WA | 09/2019 – 06/2023*
B.S. in Human Centered Design & Engineering
Concentration: Computer Science & Data Science | **GPA:** 3.77
Coursework: Data Structures & Algorithms, Machine Learning, Database, Hardware & Software Interface, Embedded System, Human Data Interaction, Interaction Programming, Software Entrepreneurship
Involvement: Teaching Assistant, Peer Connection Leader, Engineering Peer Educator, Unite UW Facilitator, ROOTS Young Adult Homeless Shelter Volunteer

Core Skills

Programming languages: x86, C, C++, C#, Java, Kotlin, Swift, Python, R, HTML, CSS, Flutter/Dart
Technical Skills: Git, Firebase, RESTful API, JSON, Flask, Linux, data visualization, CAD, Unity, Figma
Languages: Fluent in Mandarin and English, conversational Spanish

Internship Experience

UCSD Design Lab, DigiHealth Lab – Research Intern   *San Diego, CA | 06/2022 – Present*
- Developed the user interface on Android and iOS to monitor hemoglobin levels to determine if the user is anemic through machine learning algorithms.
- Bridged hardware and software components in order to deploy the prototype in underprivileged areas around the world.
- **Tools used:** Android Studio, Xcode, Java, Kotlin, Swift, OpenCV, Camera2 API, iOS AVCam, Git

MeloDonG – Game Development Engineer Intern   *Beijing, China | 12/2020 – 02/2021*
- Created gaming environments by integrating 3D assets and rendering objects.
- Managed gaming characters by designing their animations, moving patterns, and interactions.
- Scripted objects to ensure logical game flow while monitoring performance, responsiveness, and quality.
- **Tools used:** Unity, Blender, C#, Git

XiaoMi – Software Engineer Intern   *Beijing, China | 09/2020 – 12/2020*
- Designed user interfaces and managed application life cycles for 3D audio projects.
- Interacted with the hardware protocols by developing a native library.
- **Tools used:** Android Studio, Java, C, ARKit, Git

Selected Projects

Personal Website   *01/2022 – 03/2022*
- Designed and developed a responsive website/portfolio by manipulating animation, typography, and imagery.
- Built and released the website with GitHub Pages.
- **Tools used:** Flutter, Dart, CSS, JavaScript, Github Pages

Spotify Quick Discover   *11/2021 - 12/2021*
- Developed a Spotify web page to allow users quickly discover music by hovering over the album cover.
- **Tools used:** Python, HTML, CSS, Spotify API, RESTful API, Flask

Big Data Behind 2020 Market Crush   *03/2021 - 05/2021*
- Analyzed stock information from large datasets to interpret correlations between the sector and general trends.
- Practiced open-source coding by documenting progress and visualizing findings on Jupyter Notebook and Github.
- **Tools used:** Github, Jupyter Notebook, Python, Data Visualization

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