

Z.W.

ZUO WANG

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Education

University of Washington

Graduation: June, 2023

Human Centered Design & Engineering focused on Computer Science

Core Skills

Java

x86-64

Microsoft Suite

Python

Unity

Mandarin

Flutter & Dart

CAD & 3D Design

Conversational Spanish

c & c++

Figma

Internship Experience

MeloDonG – Game Development Engineer Internship

Beijing, China | December, 2020 – February, 2021

Created 3D gaming environments, animated characters, and managed game objects using C# scripts in Unity

XiaoMi – Software Engineer Internship

Beijing, China | September, 2020 – December, 2020

Designed user interfaces, managed application life cycles, and developed the native library regarding 3D audio

Xuberance – 3D Digital Designer Internship

Shanghai, China | June, 2017 – July, 2017

Designed client-specific products using Maya and Rhino, integrated Python into generating 3D patterns, experimented with visual reality and robotics arm, and gained collaborative skills through working on a team

Additional Experience

Unite UW – Facilitator

Seattle, WA | October, 2021 – January, 2022

Facilitated cultural exchange events, cultivated an accepting environment by practicing active listening, collaborative leadership, and team-building exercises

ROOTS Young Adults Shelter – Volunteer

Seattle, WA | December, 2019 – March, 2020

Supported local community members experiencing homeless by directing them to available facilities, distributing supplies, and enforcing safety procedures

Plumstead Christian School – Volunteer

Barahona, the Dominican Republic | November, 2016 & November, 2017

Helped facilitate partnership with local residents through constructing a community center and honed Spanish skills while learning new perspectives from a different culture