

Kyle Zhou

kxqzhou@berkeley.edu 703-626-0699 Berkeley, CA github.com/kxqzhou

EDUCATION	University of California, Berkeley Degree: Computer Science, B.A. (Cumulative GPA: 3.5) Coursework: Data Structures, Great Ideas in Computer Architecture (Machine Structures), Artificial Intelligence, Advanced Digital Animation, Computer Graphics and Imaging	2015 – 2018 (Expected)
	Thomas Jefferson High School for Science and Technology Advanced Studies Diploma, Computer Systems Track (Cumulative GPA: 4.51)	2011 – 2015
SKILLS	Proficient: C, C++, Java, Python, Autodesk Maya Familiar: JavaScript, Apache Spark, Git, HTML, Golang, C#, Unity3D Languages: Mandarin Chinese (native proficiency)	
WORK EXPERIENCE	Upskill , Software Engineering Intern, Strategy Team • Worked on Upskill's Skylight product, an industrial Augmented Reality (AR) solution • Solved and debugged issues with the voice search heads-up display (HUD) • Currently prototyping the Microsoft HoloLens version of Skylight, working with Unity3D and the Microsoft HoloToolkit	May 2017 – Present
PERSONAL PROJECTS	ucbugg.com • Converting the Python backend to use the Flask microframework, enabling lab material to synchronize with Google drive rather than require manual updates Go-Tron • Built a concurrent game server with Go and achieved real-time multiplayer networking through the WebSockets protocol • Implemented the front-end with Cocos2D-HTML5, the JavaScript port of the Cocos2D game engine framework Frenname • Wrote a small command line tool in Go to provide functions for renaming files contained within a folder • Features include renaming and numbering into a sequence, adding prefixes and / or suffixes, or replacing text within a name Memo • Created a simple browser-based memory game in JavaScript, using the HTML5 branch of Cocos2D, an open source game development framework • Playable online (desktop only) at https://kxqzhou.github.io/Memo	June 2017 - Present May 2017 – Present May 2017 – Present May 2017 – Present
COURSE PROJECTS	E-Minor • Created a simple 3D OpenGL game from scratch with the GLFW library • Features implemented include procedurally generated geometry, keyboard input, controllable camera, and lighting effects • Abstract and screenshots at https://kxqzhou.github.io/E-minor-engine/website/ Image Compression with Apache Spark • Using the MapReduce paradigm, parallelized a DCT image compression algorithm to enable it to process multiple images at once	April 2017 – May 2017 November 2016 - December 2016
LEADERSHIP	Facilitator , UCBUGG 3D Animation and Modeling • Give lectures and prepare tutorials on the 3D animation pipeline, assist student groups in creating animated short films (available online at youtube.com/user/UCBUGG)	January 2017 - present
HONORS	Berkeley CodeBears Marathon, 6 th place	December 2015