

Kyle Zhou

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

EDUCATION	University of California, Berkeley 2015 – 2018 (Expected) 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 Thomas Jefferson High School for Science and Technology 2011 – 2015 Advanced Studies Diploma, Computer Systems Track (Cumulative GPA: 4.51)
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 May 2017 – Present <ul style="list-style-type: none">Worked on Upskill's Skylight product, an industrial Augmented Reality (AR) solutionSolved 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
PERSONAL PROJECTS	ucbugg.com June 2017 - Present <ul style="list-style-type: none">Converting the Python backend to use the Flask microframework, enabling lab material to synchronize with Google drive rather than require manual updates Go-Tron May 2017 – Present <ul style="list-style-type: none">Built a concurrent game server with Go and achieved real-time multiplayer networking through the WebSockets protocolImplemented the front-end with Cocos2D-HTML5, the JavaScript port of the Cocos2D game engine framework Frename May 2017 – Present <ul style="list-style-type: none">Wrote a small command line tool in Go to provide functions for renaming files contained within a folderFeatures include renaming and numbering into a sequence, adding prefixes and / or suffixes, or replacing text within a name Memo May 2016 – June 2016 <ul style="list-style-type: none">Created a simple browser-based memory game in JavaScript, using the HTML5 branch of Cocos2D, an open source game development frameworkPlayable online (desktop only) at https://kxqzhou.github.io/Memo
COURSE PROJECTS	E-Minor April 2017 – May 2017 <ul style="list-style-type: none">Created a simple 3D OpenGL game from scratch with the GLFW libraryFeatures implemented include procedurally generated geometry, keyboard input, controllable camera, and lighting effectsAbstract and screenshots at https://kxqzhou.github.io/E-minor-engine/website/ Image Compression with Apache Spark November 2016 - December 2016 <ul style="list-style-type: none">Using the MapReduce paradigm, parallelized a DCT image compression algorithm to enable it to process multiple images at once
LEADERSHIP	Facilitator , UCBUGG 3D Animation and Modeling January 2017 - present <ul style="list-style-type: none">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)
HONORS	Berkeley CodeBears Marathon, 6 th place December 2015