

BZ**Brian Zhang**917 526 9663
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Skills

Programming Languages

Java Strong
C++Python Intermediate
HTML/CSSJavascript
CAssembly Familiar
Netlogo
Scheme

Technologies Used

Flask, jQuery, Firebase, Unix/
Linux, Unreal Engine 4,
AngularJS, MongoDB, Android,
flex, bison, regex, Retrofit, CLM

Current Coursework

Compilers Development

Past Coursework

Linear Algebra/Multi/Diff Eq.
Professional C++
Intro to Games Programming
Computer Architecture
Game Engines
Building a Tech Startup
Artificial Intelligence
Software Engineering
Operating Systems

Education

University of Southern California

Computer Science, B.S., *May 2017* graduation

Stuyvesant High School

Regents Honors Diploma

Los Angeles, CA
Fall '14 – Spring '17
New York, NY
Fall '09 – Spring '13

Experience

USC Aerial Robotics | Software Engineer

Software engineer on the USC Aerial Robotics (AR) Computer Vision Team. Using *OpenCV* to detect moving roombas and shepherd them over a finish line for the International AR Competition.Los Angeles
Sep '16 – Current

Expedia, Inc. | Software Engineering Intern

Hotwire Transport team. Developed a new, core transport stack for the *Android* App using *Retrofit* and the Expedia API. Completed requirements for a 10 week project in 3 weeks and I designed my own deliverables thereafter.San Francisco
Jun '16 – Aug '16

USC Robotics Research Lab | Research Assistant

Built and optimized code with *Kinect* and the *CLM*-framework to develop a computer vision system that tracks detailed sensory information to enable research.Los Angeles
Mar '16 – May '16

Fashion & People | Software Engineering Intern

Full-stack developer. Built various new web pages in *HTML*, *CSS*, and *Javascript/AngularJS* using agile development methods.Los Angeles
Jan '16 – Feb '16

MixSpot | Software Engineering Intern

Performed full-stack development using *HTML*, *Javascript*, and *Python* on *Flask* to create a mobile-optimized news website.New York
Jul '15 – Aug '15

Octopart | Software Engineering Intern

Contracted, part time job developing rules for a *regex* engine in *Python* to classify large quantities of electronic parts.New York
Sep '14 – Oct '14

Projects

Cause Bar | Software

Sentiment analyzer for charities, so donors can make better informed decisions about donating to charities. Built on *Firebase*, *D3*, *Square*, and *IBM Bluemix*.

Jan '16 – May '16

Borrow Tomorrow | Software

Online peer-to-peer borrowing/lending service using *Ruby on Rails*, aimed at enabling the mostly untouched shared-items economy.

Jan '16 – May '16

Jauntlet | Software

Jousting game built using *C++11* and the *Unreal Engine*. I focused on character movement, and general game logic, but still moved between all aspects of the project including getting character meshes and setting up the gameplay map.

Nov '15 – Dec '15

Myo: Fighter of the Streets | Hardware + Software

Calhacks 2014. Created a control system for Street Fighter II using *Myo* armband from Thalmic Labs. Game performs actions based on motion and gesture inputs.

Oct '14

Facial Recognition Sentry Gun | Hardware + Software

Modded a standard automatic nerf gun at HackCooper 2014. Uses *OpenCV* and an *Arduino*-controlled stepper motor for detecting faces and aligning the gun's camera.

Feb '14

Web Explorer | Software

High school software development class group final project. Created a physics engine using *Javascript* & *jQuery* to transform any webpage into a 2D platforming game.

Jun '13

Presented at Google NYC in June 2013. Presented at NYTM in July 2013.