Bradley Zhu

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LANGUAGES/FRAMEWORKS

Proficient Languages:	**Comfortable Languages**:	**Frameworks:**
Python, C++, Java, HTML+CSS, Javascript, MySQL	C, PHP, Git, Verilog, Labview	Node, React, Flask, Android, Qt

EDUCATION

University of California, Los Angeles, Henry Samueli School of Engineering (June 2019)
B.S. in Computer Science (Overall Gpa: 3.69; Upper Division GPA: 3.74)

EXPERIENCE

Software Developer at Netease NA - *Intern*   June 2018 – September 2018
  — Developed internal tools such as player data tracking and data management in the game Crusaders of Light made by Netease NA using Python, the Flask microenvironment, Docker, and the Jenkins pipeline.
  — Ported over existing code bases from Python 2 to Python 3.
  — Experienced industrial level version control and source code control systems as well as continuous integration using git and Jenkins.

Programmer at UCLA External Affairs - *Part-time*   October 2017 – June 2018
  — Rebuilt websites written by third-parties into single page applications using React.js and Node.js.
  — Updated and maintained the UCLA alumni site.

Software Developer at Datang NXP - *Intern*   July 2017 – September 2017
  — Designed and developed an application to read and display information including temperature, voltage, and impedance for an automobile Battery Management System using Labview.

Software Developer at Techexcel - *Intern*   June 2016 – August 2016
  — Collaborated with a team to create a cross-platform application for users to more easily create and present slideshows in real-time using C++ inside of the Qt development framework.
  — Experienced industrial level teamwork, code review processes, and version control systems using SVN.

PROJECTS

Fishing   (https://github.com/bzhuka/fishing)
  — Collaborated with a team to create a game based on Wii Fishing using tiny-graphics, an open-source javascript graphics library created by Garett Ridge.
  — I was responsible for programming the fragment and vertex shaders for shadows and also some of the basic gameplay logic such as movement of fish.

Pic It!   (https://github.com/brianc725/LAHacks2018)
  — Collaborated with a team for LA Hacks to make an android app which facilitates picking a place to eat for a group of users using Android Studios for the client and Firebase for the server.
  — I was responsible for making the pages in the client work together correctly and using the Google Maps API.

MeetMe   (https://github.com/Alee4738/meetme)
  — Collaborated with a team to make an android app which facilitates coordinating events with groups and having everyone be on time using Android Studios and Firebase.
  — I was responsible for making notifications work, which used the Google Routes API to calculate ETA and notify users accordingly when they would need to leave to be on time.

More projects can be found on my github, github.com/bzhuka.

AWARDS/HONORS

  — **Upsilon Pi Epsilon** - CA Beta Chapter - UCLA
  — **National Honor Roll of Distinction** - qualified for the American Invitational Mathematics Examination (AIME) by scoring in the top 1% for the American Mathematics Competition (AMC)
  — **Congressional Award Gold Medal** - performed exemplarily in Voluntary Public Service, Personal Development, Physical Fitness, and Expedition/Exploration