

Max Zhang

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Education

University of California, Los Angeles expected June 2022

BS, Computer Science

- GPA: 3.923; Major GPA 4.0 (scale 4.0)
- Relevant Coursework: Introduction to Computer Science (with C++), Computer Architecture, Logical Design, Linear Algebra, Discrete Mathematics, Differential Equations, Multi-variable Calculus

Technical Skills

Programming Languages: (intermediate in) C++; (beginner in) Java, JavaScript, R, HTML, SWIFT, NoSQL

Computer Skills: Microsoft Office, Adobe Premiere Pro

Selected Engineering Projects

Web Dev Project: *Dogwood Chat Room* – Individual Project 2019

- Developed a blog website with JavaScript, NodeJS, Express and MongoDB for 1 month;
- Implemented common back-end features, including cookies, logging in, posting, etc;
- Improved the website with added features, such as searching, through SDLC

App Dev Project: *Pair* – LA Hacks Hackathon 2019

- Developed an AI app that recommends (pairs) songs by matching images;
- Designed and implemented the front-end interface using SWIFT;
- Collaborated with back-end teammates to visualize their outputs

Game Dev Project: *Zombie Dash* – UCLA Engineering 2019

- Created front-end game objects and actors with C++;
- Wrote 1600+ lines of codes featuring object-oriented programming

Research: *A VEB Tree Implementation of Scan-line Filling Algorithm* – Individual Project 2018

- Introduced a new implication of scan-line algorithm using VEB tree data structure;
- Analyzed its performance (runtime and space efficiency)

App Dev Project: *Slide+* – Individual Project 2017-2018

- Developed the app using Android Studio, including Java and XML;
- Applied geometry and algebraic formulas to calculate accelerations in relation to pixels;
- Presented the acceleration of a block sliding down various surfaces through GUI

Relevant Experience

Computer Support Technician – UCLA Residential Life / Los Angeles, CA 2019-present

- Maintained operating systems and hardware for hundreds of computers on campus;
- Communicated with customers to resolve software and hardware issues

Business Consulting Internship – Roland Berger / Shanghai, China June 2019 - August 2019

- Analyzed Chinese new energy and autonomous vehicle market policies, trends and main players;
- Communicated with clients and experts;
- Acquired, analyzed and organized e-vehicle data for strategy presentation

Activities

Member, UCLA Association for Computing Machinery 2018-present

- Learned new languages, including JavaScript, SWIFT, and HTML;
- Learned basic machine learning concepts, including regression, propagation, neural network, etc;
- Collaborated with classmates to write algorithms and small applications in multiple languages