Isabel Zhang

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Education

COMPUTER SCIENCE | AUGUST 2014 - MAY 2018 | UNIVERSITY OF CALIFORNIA – BERKELEY | GPA: 3.63

Experience

ACADEMIA.EDU | SOFTWARE ENGINEER | 7/2018 – PRESENT

- Working as full-stack software engineer using Ruby on Rails, React, etc. on platform for academics to share research papers

INTEL | IOT & VR TECHNICAL INTERN | 5/2017 – 8/2017

- Developed robotics/IoT demo to center a user's face and captures/uploads images upon smile detection for image analysis
- Used OpenCV to create facial and feature detection which communicated through ROS to control the robotic arm
- Gave multiple technical presentations on Facebook Live garnering 88K+ views, worldwide IoT team, managers and peers

PACIFIC GAS & ELECTRIC (PG&E) | INTERN | 5/2016 – 8/2016

- Worked on B2B web app using various web frameworks including AngularJS, Kendo UI, ASP.net, HTML, CSS, & OracleSQL
- Created documentation with project specs and wrote SQL scripts to ensure accuracy of data imports between applications
- Designed a UI mockup enhancing client' interaction with the app to decrease future need for IT app maintenance

UC BERKELEY – CS61A COURSE | ACADEMIC INTERN | 8/2015 – 12/2015

- Assisted and mentored students with Python, SQL and Scheme implementations of programs during lab and class

Volunteer Work

CO-FOUNDER / EXTERNAL VP | VIRTUAL REALITY AT BERKELEY – CLUB | 4/2015 – 5/2018

- Led sponsorship committee to host Berkeley's first VR/AR conference with 300+ attendees and 10+ sponsors raising $8K+

CRE8 SUMMIT: SHENZHEN, CHINA | VIRTUAL REALITY AT BERKELEY – CLUB | 5/2015

- Represented UC Berkeley in Shenzhen, China, at the first Cre8 Summit to demo projects to 10,000+ attendees

Technical Skills

FLUENT LANGUAGES: Python; Java; C; C#; C++; ASP.net; JavaScript (AngularJS); HTML; CSS; SQL;

LIBRARIES/SOFTWARE: OpenCV; ROS; Autodesk Maya; Unity Game Engine; Git; IntelliJ; Eclipse;

Projects and Coursework

SENSOR FUSION ADAPTIVITY | PATENT | 6/2017 – 8/2017

- Submitted patent claim to Intel regarding adaptivity in autonomous driving and sensor fusion

VIRTUAL REALITY SHORTS: T1-M & IO | GRAPHICS & ANIMATION | 2/2016 – 5/2017

- Led team of 6 to create VR animations using Unreal Engine and Autodesk Maya using original content and story

OPTICAL CHARACTER RECOGNITION | COURSEWORK – AI | 11/2016 – 12/2016

- Implemented perceptron algorithm and stochastic gradient decent training neural network classifiers to recognize handwritten digits via the MNIST standard dataset

DRUNK DRIVING SIMULATOR | VIRTUAL REALITY | 9/2015 – 12/2015

- Led 5-person team to develop a drunk driving simulation paired with physical driving simulator using Maya and Unity
- Presented project to 100+ people during semi-annual OffPlanetVR to raise awareness about dangers of drunk driving

SIMULATOR PROJECT | VIRTUAL REALITY | 3/2015 – 8/2015

- Worked in 4-person team to understand and modify Unity car models to receive external output
- Integrated Oculus Rift with triple-axis force feedback simulator to provide increased precision in gathering research data