

Yinuo (Zoe) Zhou

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EDUCATION

University of California, Berkeley, Berkeley, CA Aug 2023 - May 2024

Master of Engineering: Electrical Engineering & Computer Sciences (Visual Computing and Computer Graphics)

◆ **Courses:** Theory and Applications of Virtual Reality and Immersive Computing, Principles and Techniques of Data Science

University of Southern California, Los Angeles, CA Aug 2019 - May 2023

Bachelor of Science: Computer Science & Business Administration / Minor in Mobile App Development / Minor in Songwriting

◆ **Overall GPA:** 3.87 / 4.0 | **Computer Science GPA:** 3.96 / 4.0 | **Last two years GPA:** 4.0 / 4.0

◆ **Courses:** Software Development & Engineering, Introduction to AI, IOS App Development, Mobile Game Development

Teaching: *Course Producer for CSCI 310 (Software Engineering) / Teaching Assistant for BUAD 311 (Operations Management)*

SKILLSET

Programming: Java, Swift, JavaScript, C++, Kotlin, C#, HTML5, CSS, R, SQL, Python

Tools: Git, Firebase, Unity, OpenCV, MongoDB, Figma, Docker, Jira, Jenkins, Test Complete, Bootstrap, Junit

Frameworks: React, Next.js, Node.js, Vue.js

WORK EXPERIENCE

Apple, Cupertino, CA May 2023 - Aug 2023

Software Engineer Intern (Apple Maps)

- ◆ Led the development of a user-friendly web application for searching Points of Interest, leveraging Vue.js, composition API, Solr, JavaScript, and SCSS, widely used by Apple employees for map data management.
- ◆ Conducted user interviews and boosted efficiency by reducing the number of clicks for most workflows in half.
- ◆ Implemented map layer views with drawing and searching functionalities, ensuring seamless integration of geographical data.
- ◆ Engineered a robust search page and implemented search queries, facilitating quick and precise data retrieval and look-up.

NextPlate (Startup), Los Angeles, CA May 2022 - Dec 2022

Software Engineer

- ◆ Designed and developed UI/UX interface for the help center client/admin portals using Figma.
- ◆ Structured and developed the backend of help center portals with Next.js, Node.js, and Firebase.
- ◆ Launched a product that is currently being used by 50+ restaurants, including Subway, Jersey Mike's, etc.

TeraThought (Startup), Los Angeles, CA Feb 2022 - Oct 2022

Senior Software Engineer - Mobile App Developer

- ◆ Led the team in structuring the mobile application – “Shareful”, a resource-sharing network, with MVVM architecture.
- ◆ Implemented UI components of the App for both Android and IOS using Kotlin, Android Studio Jetpack Compose, and Swift.
- ◆ Wrote Firebase Cloud functions to handle events in real-time and connect to APIs.

Par Technology, Los Angeles, CA Jun 2022 - Aug 2022

QA Automation Engineer Intern

- ◆ Conducted Automated Regression Testing using JavaScript to track bugs and validate functionality for POS software.
- ◆ Completed 68 manual tests and 20 automation test cases with 4000+ lines of scripts and a test coverage rate of 80%.

Tencent, Shanghai, China May 2021 - Aug 2021

Product Intern

- ◆ Took charge of Business Development and Outsourcing, established partnerships and connections with 10+ potential clients.
- ◆ Proposed and facilitated B2B global marketing strategies for a game-testing Platform (WeTest) developed by Tencent.
- ◆ Wrote weekly blogs about Quality Assurance Services and Game-Testing, boosting public exposure by 300%.

PROJECTS

OpenARK and Digital Twin (FHL Vive Center for Enhanced Reality, UC Berkeley) Jun 2023 - May 2024

- ◆ Spearheaded the UI design for an AR control interface tailored for Leo Rover's operations on Mars.
- ◆ Collaborated with a cross-functional team to ensure the AR interface provided intuitive control and real-time feedback, enhancing user experience and ensuring seamless navigation on the Martian surface.

ThirdEyeTarot (IOS App) Jan 2023 - May 2023

- ◆ Developed an IOS app that provided AI tarot readings based on users' questions.
- ◆ Utilized chatGPT API to create customized readings for an enhanced user experience.

Wheel Of Dinner (IOS App) Sep 2022 - Dec 2022

- ◆ Built and launched an IOS app that helps users who have difficulty deciding what to eat choose a restaurant.
- ◆ Used Swift, Firebase, YelpAPI, and GoogleMap API to implement UI and features such as searching restaurants based on locations on the map.

Food Saviour (Mobile/PC Game) Sep 2022 - Dec 2022

- ◆ Built a 3D game with C# in Unity, which allows players to collect food in a randomly generated “Mars-like” maze in space.
- ◆ Used Unity NavMesh to create troops of AI agents that can automatically find the best path and attack the moving player.