

Di Zhou

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EDUCATION

University of Utah

2020 – 2024 (Expected)

Bachelor of Science in Computer Science

GPA: 3.6/4.0

TECHNICAL SKILLS

Programming Languages: Java, C#, C++

Web Technologies: HTML, CSS

Database Management: MySQL

RELEVANT COURSEWORK

- ❑ **Object-Oriented Programming:** Explored object-oriented programming paradigms and developed proficiency in Java, focusing on encapsulation, inheritance, and polymorphism.
- ❑ **Discrete Structures:** Studied foundational mathematical concepts including logic, sets, functions, and graphs, essential for computer science applications.
- ❑ **Algorithms and Data Structures:** Gained insights into essential algorithms and data structures, enhancing problem-solving and optimization skills.
- ❑ **Probability and Statistics for Engineers:** Acquired knowledge in probability theory and statistical methods, emphasizing applications in computer science and engineering.
- ❑ **Software Practice:** Delved into software engineering principles and practices, focusing on software construction in C# and developing comprehensive systems.
- ❑ **Computer Networks:** Explored principles and practices of data communication and networks, studying networking architectures, protocols, and infrastructure.
- ❑ **Database Systems:** Learned to represent information using various data models and implemented commercial database management system software, focusing on database design and normalization.

ACADEMIC PROJECT

Multiplayer Online Game: Snake

Language: C#

Objective:

- To develop a real-time, interactive, and multiplayer online game, "Snake," focusing on optimizing user experience and system responsiveness.

Project Responsibilities:

- Engineered both client and server-side logic to facilitate seamless real-time interaction between multiple users.
- Implemented advanced software practices to manage optimal data processing and transmission between client and server.
- Conducted thorough testing to ensure smooth and responsive gameplay and to identify and rectify any bugs or glitches.

Educational Platform Database

Language: MySQL

Objective:

- To design and implement a robust and scalable database system for an educational platform, simulating the backend of a website to support diverse functionalities and user roles.

Project Responsibilities:

- Developed a comprehensive database structure to represent information about professors, students, and teaching assistants, ensuring data integrity and reliability.
- Implemented features allowing seamless interaction between users, such as assignment publication, submission, and grading, focusing on user-friendly interface and experience.
- Collaborated with peers to optimize database design standards, including normalization and integrity constraints, and to integrate functionalities efficiently.