

# Wei Zhou

+1 (213) 292-4139 • me@wzhou92.com • www.wzhou92.com

in LinkedIn Homepage Github

## Education

- **University of Southern California** **Los Angeles**  
*Master of Science in General Computer Science, Major GPA 3.83/4.0* *Jan,2017 – Dec,2018*
- **The Chinese University of Hong Kong** **Hong Kong**  
*Bachelor of Science in Computer Science, Major GPA 3.55/4.0* *Sep,2011 – Jul,2016*

## Working & Research Experience

- **LinkedIn Corporation** **Mountain View, California**  
*Systems and Infrastructure Engineer Intern* *September 2018–December 2018*
  - Worked in the federation search team which is a team under search infrastructure.
  - Implement a config-based endpoint override feature which significantly decrease the testing effort when performing index A/B testing on different clusters.
  - Technologies involved: **Java, OffSpring** (similar to Spring but enhanced by LinkedIn)
- **Pocket Gems Inc.** **San Francisco, California**  
*Software Engineer Intern* *June 2018–August 2018*
  - Worked in game engine team and developed an internal tools (running on Windows) with our own game engine running behind for artists to devise and create visual effects in games.
  - Migrated all the features from a MacOS application to a Windows application which allows artists to only use Windows for developing. The Windows application is developed based on ATF framework (a framework developed by Sony) with C#.
  - Technologies involved: **C#, Objective-C** (IDE: Visual Studio, Xcode)
- **Huawei Technologies Co. Ltd.** **Xi'an, China**  
*Software Engineer Intern* *June 2017–August 2017*
  - Made use of Restful framework to develop a product called MANO which is the next generation platform to serve all the carriers who use Huawei's service.
  - Joined Micro Service Development training and developed Micro Service Application.
  - Technologies involved: **Java** (IDE: IntelliJ IDEA)
- **Data Engineering Lab** **Hong Kong**  
*Research Assistant* *August 2016–December 2016*
  - Implemented an asynchronous execution API in Husky Distributed Platform.
  - Built a web-based application leveraging the Husky Distributed Platform developed by this lab to monitor online real time request for a company.
  - Technologies involved: **C++ and Python, multi-thread development**
- **Master Concept Co. Ltd.** **Hong Kong**  
*Full-Stack Engineer* *June 2014–December 2014*
  - Implemented several projects and focused on both frontend and backend development.
  - Built up good communication skills to communicate with customers.
  - Technologies involved: Java, JavaScript, PHP, Google Tag Manager, Google Analytics, Krpano, PostgreSQL, MySQL

## Projects

- **Unity Based Mobile Game** *August 2017–December 2017*  
*No Way to Escape*
  - Implemented a mobile game making use of Unity and dealing with large amount of spacial vector calculation.
  - Built up great team work ability and leadership since I was the leader of a group of four people.

## Skills

- **Language:** English (fluent), Mandarin (native), Cantonese (fluent)
- **Programming Language:** Python, Java, C++, C#, JavaScript, PHP
- **Database:** MySql, MongoDB, PostgreSQL
- **Other Tools:** Google Tag Manager, Google Analytics, Unity