

Angel (Xiaowen) Zhang

420 Temple St, Room 201 | New Haven, CT 06511 | (917) 683-4208 | angel.zhang@yale.edu | <http://www.angelzxw.com/home>

Education

Yale University, Graduate School of Arts & Sciences, New Haven, CT 05/2018

- Master of Science, Computer Science
- **Selected Coursework:** Management of Software Development, Database Systems, Distributed Systems, and Intelligent Robotics

The Cooper Union, Albert Nerken School of Engineering, New York, NY 05/2017

- Bachelor of Engineering, Electrical Engineering Cumulative G.P.A: 3.81/4.0, Summa Cum Laude
- **Honors: Dean's List**, all semesters; **Full-tuition Scholarship; Hoffman Beller Prize**, for merit in engineering studies
- **Selected Coursework:** Eng Management, Software Eng & Large System Design, Artificial Intelligence, and Computer Graphics

Management Experience

Artsify, New York, NY 01/2017 - Present

Co-founder & Software Developer

- Designed and marketed a web service product, Artsify, which is an online fine arts marketplace that aims to simplify the art sale process. Designed the User Interface in HTML, CSS, and JavaScript, and used PostgreSQL database. Delegated team to financial stability oversight, marketing campaign design, and software developments. Practiced SCRUM and Agile software process.
- Initiated connections with potential influencers, suppliers, customers, and clients. Gathered and analyzed the information from market researches to develop and validate strategic alignment, and pivoted our business models based on competitive analysis. Designed tests for business hypotheses, and quickly adapted feedbacks accordingly. Launched minimum-viable-product(MVP).
- Performed pitch to prospective artists, potential investors, mentors in various business purposes. One of four finalists in the national SASETank 2017 entrepreneurial competition, and will present in the SASE national conference 2017 in October.

The Cooper Union for the Advancement of Science and Art, New York, NY

MATLAB Instructor, Electrical Engineering Department 01/2016-05/2017

- Instructed students on using MATLAB, a leading computational mathematics platform for engineers and scientists.
- Developed syllabus through discussions with the department Dean, prepared weekly presentations for a class of 15 students, hosted office hours, and designed, assigned and graded select problem sets throughout the course.

Technical Experience

Intel Corporation, Shanghai, China

Summer Intern, Platform Solution Architect (PSA) / Internet of Things (IoT) Group Summer 2015

- Collaborated with multi-company session for developing a live interactive IoT Demo Preparation in the application of smart city at Intel Developer Forum (IDF) 2015 San Francisco.
- Interacted directly with clients through weekly meetings. Updated the status, obtained the feedbacks, and discussed the product development schedule. Designed the architecture design for Big Data system, and provided customized platform solutions including hardware and software approaches to clients.

Projects - <http://www.angelzxw.com/home/#projects>

NinjaBrite, *Advanced Management of Software Development, Yale University* Fall 2017

- Organized a team of four, and created an online event management system. Implemented a NodeJS application based on Model-View-Controller structure. Tested each release against automated tests. Applied Google Analytics for A/B test and traffic analysis.
- Practiced SCRUM and Agile software process with effective use of Git for version control and TrelloBoard for managing product and sprint backlogs. Hosted weekly meetings for sprint planning and retrospective, and documented the progress as sprint reports.

Coopa: The MicroMouse, *Senior Electrical Engineering Projects, Cooper Union* Fall 2016 & Spring 2017

- Led a team of three designing the system architecture of a robot mouse, which is capable of autonomously solving a 16-by-16 random maze. Delegated team members to sensor, control, locomotion, and software subsystems, and assembled the components.
- Generated documentations, created posters, developed presentations, prepared live demos for monthly school-wide panel critique.

Dynamic Environment Mapping, *Computer Graphics, Cooper Union* Spring 2017

- Innovated an interactive environment mapping application, using JavaScript and WebGL, which illustrates surrounding scene and moving cubes reflected on the surface of an object. Cooperated with a texture mapping technique, Skybox, based on the researches.
- Developed a presentation and prepared demo cases to show both the challenges and the accomplishments of the final product.

Set Game Project, *Software Engineering and Large System Design, Cooper Union* Spring 2016

- Designed an online version of card game SET, allowing users to customize game modes and to play against each other in real time.
- Led design of system architecture based on client-server model, constructed database in MySQL, implemented game website in JSP, and created game-login GUI in Java swing.

Patent

Forthcoming patent (co-inventor), *Adaptive Workload Distribution for Network of Video Processors*. Intel Corporation, Shanghai, China, 2015

Skills

- Programming Languages: Java, C/C++, JavaScript, and MATLAB
- Software Knowledge: AWS Cloud 9, Heroku, GitHub, Eclipse Java, Xcode, Adobe Dreamweaver, and Microsoft Office
- Languages: English, Mandarin(native)