

Kelly Zhang

SOFTWARE ENGINEER · GAME DEVELOPER

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Education

Worcester Polytechnic Institute (WPI) |

Worcester, MA | Expected May 2018

BS in Computer Science + Interactive Media & Game Design

GPA: 3.55 / 4.00

Experience

MITRE Corporation | SOFTWARE ENGINEER INTERN

Bedford, MA | 2014 - Present

Battle Simulator (2016)

- Developed a virtual reality simulator in Unity with a team of 5 developers.
- Setup a pipeline that generates 3D topology using data gathered from satellite imagery.
- Built backend networking system, allowing clients to chat and send simulated events over the network.
- Designed and constructed user interface for immersive gameplay.

IoT Detection Robot (2015)

- Designed and built a server-controlled Raspberry Pi robot using off-the-shelf products.
- Robot collected data on nearby Internet of Things (IoT) devices using a wardriving antenna.
- Integrated Unity and web-client using websockets to display data collected by robot.

OWF Widget (2014)

- Developed a web and mobile-based widget on OZONE Widget Framework (OWF).
- Allows the user to view, filter, add, and delete information gathered from a RESTful service.
- Collaborated with 7 other interns where each was assigned a different widget to develop.

Projects

Heist Night | MOBILE CONTROLLER PROGRAMMER

2015 - Present

- 4v1 local multiplayer stealth game that hosts a local server and utilizes QR code technology.
- Designed and built a web controller running on HTML that connects to Unity3D via WebSocket.
- Made bash scripts to streamline development.

goatThere WPI Mapper | PROGRAMMER

2015

- Worked with a team of 8 students to build a map application that assisted users in getting around WPI campus.
- Built the user interface for both the client program and the developer tool and hooked it to back-end functionality in Java.

Skills

General Agile Development

Interpersonal Flexible • Enthusiastic • Works well under pressure

Programming C# • C++ • C • Java • Javascript • HTML • CSS

Utilities Git • bash • Node.js • jQuery • Bootstrap

Software Unity • Visual Studio • Eclipse • Adobe Creative Suite • Microsoft Office

Operating Systems Windows • Unix/Linux

Extracurricular Activities

2014 - Present **Member**, Women in Computer Science

2015 - Present **Treasurer**, Diversity in Games Club

2016 - Present **Student Representative**, Interactive Media & Games Department

2015 - 2016 **Systems Administrator**, Game Development Club