

# Wei Zhou

1247 W 30th St. Los Angeles, CA 90007

+1 (213) 292-4139 • zhouwei1026@gmail.com • www.benjamin-zhou.com  
in LinkedIn Homepage • Github

## Education

- **University of Southern California** **Los Angeles**  
*Master of Science in General Computer Science, Major GPA 4.0/4.0* *Jan,2017 – Current (exp. 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 Experience & Research

- **Huawei Technologies Co. Ltd.** **Xi'an, China**  
*Software Engineer* *June 2017–August 2017*  
I was working in the Department of MANO Product during the internship.  
During this period, I got familiar with MANO and solved some bugs in this product. I joined the **Micro Service Development** training and developed a Micro Service Application by myself.  
I mainly used Java (IDE: IntelliJ IDEA) during the development.
- **Data Engineering Lab** **Hong Kong**  
*Research Assistant* *August 2016–December 2016*  
This lab is mainly developing an open-source **Distributed Computing System** named Husky.  
I was mainly in charge of developing the application layer and some APIs related to asynchronous execution.  
This system is mainly developed in **C++ and Python**, and **multi-thread development** is one of the most significant technologies that has been used in this system.
- **Summer Research** **Hong Kong**  
*The Chinese University of Hong Kong* *Jun 2015–Aug 2016*  
This project is designed to build a web based health care platform to allow users to do a simple self-diagnosis.  
We have a group of 3 people to develop it, and I was mainly in charge of the backend of this system, including building the database and providing API for data retrieving.  
Technologies involved: **Python** (Flask framework), **PHP**, **MySQL**.
- **Master Concept Co. Ltd.** **Hong Kong**  
*Java Developer* *June 2014–December 2014*  
Master Concept is a technology company which provides technical solution to other enterprises.  
I was engaged in several projects during the internship, including developing **web applications and mobile application**.  
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*  
I, together with other four classmates, developed a mobile game using **Unity**. It's a 2D game about driving a car from starting point to destination avoiding being caught by zombies. This project involves a lot of vector calculations and basic animations. I am the leader of this team and did well in organizing team members to work efficiently.

## Awards

- **Dean's List of Engineering Faculty** **Hong Kong**  
*Engineering Faculty, The Chinese University of Hong Kong* *2015–2016*
- **National Semi-Finalist (Hong Kong)** **Hong Kong**  
*Microsoft Imagine Cup* *January 2016*

## Language

- **Mandarin:** Native    **English:** Fluent    **Cantonese:** Fluent