LILLIAN ZHU

+ (425) 241-0701 // lilliz@uw.edu

EDUCATION

2020-2024

University of Washington - *Seattle*
+ Sophomore - Computer Science Major // Interdisciplinary Honors // GPA: 3.93
+ Relevant Courses: CSE 143 Comp Programming II, CSE 351 Hardware & Software, CSE 311 & CSE 312 Foundations of Computing, CSE 332 Data Structures

EXPERIENCE

2020 Dec-Present

UW Formula Motorsports - *Admin Director // Firmware*
+ Directing a team of 68 members, establishing the strategic vision for the team, mapping out project workflows/timelines, managing internal team and external sponsorship relations, and spearheading resource and budgeting logistics
+ Worked on the Digital to CAN, dashboard, and ECU projects, ensuring that the car's shutdown circuit and dashboard are optimized with embedded system firmware

2019 Jun-Present

Stovetop Studios - *Creative Developer*
+ Creating in-game art assets, video trailers, and media visuals for a game studio's popular game Snakeybus; content is used on platforms such as Steam, Nintendo, Microsoft, Playstation, and Forbes
+ Provides product testing, concept generation, and marketing tactics

2021 Jun-Present

GraceTech - *Program Manager Intern*
+ Developing top-level design spec documentation for specific features within a mobile application, and learning about a product's life-cycle development
+ Creating visual UI/UX mockups and wireframe models for the app's new homepage with Adobe XD, Framer, and Figma

2020 Oct-May

DubHacks - *Marketing Team // Dubhacks 2020 Winner*
+ Crafted the marketing vision and brand identity for DubHacks 2021, emphasizing the hackathon's themes of inclusivity and social advocacy
+ Winner of Bubble's Best Web App & Low-Code Winner; "Bubble App of the Day"
+ Produced a web app program with a team of four that helps the user visualize music theory and potential harmonies in a multimodal format

2020 Dec

QuipBot - *Discord Bot Project*
+ Made a multiplayer game bot within Discord inspired by the party game "Quiplash"
+ Learned how to interact with preexisting software structures within Discord, utilized a JDA Java wrapper, and designed the game's UI interface and visual identity

2020 July

Quail Park Memory Care - *Illustrator*
+ Illustrated architectural map renderings with Adobe Photoshop and Illustrator
+ Gained valuable training within a professional design process by achieving specific client needs, deadlines, and consultation skills

ACTIVITIES

Sep 2020-Present

Telehealth Access for Seniors
+ Volunteer for a non-profit, student-led organization dedicated to providing seniors with devices and tech support
+ Conducts presentations and fundraises; facilitates and designs media posts

2016-Present

Photography
+ Created a photography business
+ Won in the WA State HS Photography comp.

SKILLS

Technical
+ Java / C / Linux / Git
+ HTML / CSS / JS
+ Autodesk Inventor

Design
+ Adobe Photoshop
+ Adobe Premiere Pro
+ Adobe Illustrator
+ Adobe Lightroom
+ Photography