Kaijia(Bran) Zhang

- kaz006@ucsd.edu or kaijia2018@outlook.com | 8585396370 | https://github.com/kaijia2022

SUMMARY

Github: Kaijia2022
Website: https://kaijia2022.github.io/my-site/

EDUCATION

UNIVERSITY: University of California San Diego
Degree, Major/Program: B.S. Computer Engineering   Expected June 2025
- UC GPA:3.828
- Major GPA: 3.800

UNIVERSITY: Stanford University
Degree, Major/Program: Summer School   July 2020
- Physics: Thermodynamics (Pass)

EXPERIENCE

- Junior year of high school: Inspired from a programming assignment and based on it, I built a Tetris game in Java.

- Fall 2023: 6-people Group Project *PantryPal* in Java for CSE110.

- Winter 2024: Pair coded a Ray tracer from scratch in C++ for CSE167.

- Spring 2024: Leader, head of design and development of a 9-bit instruction ISA in System Verilog and assembler in C++, for CSE 141L.

- Spring 2024: Multiply mini scale AR/ XR project in Unity and C# for CSE165.

- Spring 2024: Became an Official Member of Tau Beta Pi.

- Summer 2024: Developed a DMA plugin for the famous Reclass.NET.

- Summer 2024: Created the First Cheat Engine DMA plugin with **functional pointer scanning.**

SKILLS & ACTIVITIES

- Programming Languages: C++, C#, C, Python, Java, HTML, JavaScript, SQL, System Verilog, x86/x64 Assembly.

- Platform, Tools & Frameworks: GitHub, VS2022, VSCode, Lazarus, ModelSim, Quartus, Unity, Meta Quest SDK, Qualcomm Snapdragon SDK, Debuggers(JDB, GDB, WinDBG, FpDBG), .NET, Windows API, Windows System Internals, RESTful API, HTTP, MQTT.