

Heyu(Regina) Zhou

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EDUCATION

The University of Texas at Austin, Austin, TX

May 2025

Bachelor of Science in Computer Science

Relevant Coursework: Introduction to Programming, Data Structures, Computer Organization and Architecture

SKILLS

Technical /Computer Skills: *Fluent in Java, C, and Excel, Familiar with C++, C#, and Unity, Exposed to Python and Javascript*

Languages: *Fluent in English and Mandarin*

EXPERIENCE

Undergraduate Course Assistant for Multivariable Calculus class, The University of Texas at Austin.

October 2022 - Present

- Conduct discussion sessions to enforce students' understanding
- Hold office hours to answer students' questions
- Grade students' homework and exams

Grader for Multivariable Calculus class, The University of Texas at Austin.

September 2022 - December 2022

- Coordinated with the professor to grade the students' assignments
- Looked for and explained mistakes, then aided students to correct them

Braum's, Dallas, Texas

crew member

June 2022 - August 2022

- Greeted customers and assisted customers according to their needs
- Practiced working orderly during busy times and handling tasks rigorously

CAMPUS INVOLVEMENT

Chinese Students and Scholars Association(UTCSSA), The University of Texas at Austin

Website Manager

September 2021 - August 2022

- Updates the main website for UTCSSA
- Assists with the maintenance of the UTCSSA Forum, and filters spam and inappropriate content

Electronic Game Developers Society(EGaDS), The University of Texas at Austin

Member

September 2021 - Present

- Attends workshops related to game development
- Joins student projects that need more members for development

PROJECTS & ACTIVITIES

- **NFT-Rex Game:** developed a game that resembles Google's Dinosaur Game using the Unity game engine in the NEAR Hackathon competition, with a team of CS freshmen from UT. The game ranked in the top 10.
- **Aon Case Study Competition:** calculated reserve estimates of worker compensation, health & benefits, and retirement reserves for a fictitious company. Used Excel to calculate mathematical concepts.
- **Thunder Over the Sky Game:** built a 2d shooter game using java with self-designed graphics; practiced the skill of creating a game with various levels of difficulties, kinds of enemies, and attacking methods.
- **The Legend of the Demon Slayer Trailer:** created trailer for the UT-student-made game *The Legend of the Demon Slayer* using DaVinci Resolve.
- **Tetris Game:** remade the classical Tetris game using java. Practiced drawing graphics in java and using 2D arrays to represent pieces in different directions.
- **Space Rocket Game:** created a 2D typing game through java that tests players' typing speeds. Learned and utilized Object-Oriented Programming and user input from the keyboard.