Raymond Zou

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EDUCATION

University of California, Los Angeles (UCLA) · **Los Angeles, CA, USA**
Major: Computer Science · *Expected Graduation: Jun 2029*

J.N. Burnett Secondary School · **Richmond, BC, Canada**
2nd out of 238 students, Average: 98%, SAT: 1560 · *Sep 2020 - Jun 2025*

SKILLS

Leadership & Communication: *Team Leadership, Event Logistics Planning, Project Management*
Technical: *Robotics, Graphic Design, Data Visualization*
Programming: *Python, Java, C++, TypeScript/JavaScript, HTML/CSS*

EXPERIENCE & LEADERSHIP

Yearbook Committee
Editor-in-Chief, Journalism Editor, Layout Designer · *Sep 2022 – Jun 2025*
- Directed the creation of an **all-custom 200**+ page yearbook purchased by **400**+ students.
- Organized a **30**+ member team to capture photos, conduct interviews, and design pages.
- Coordinated with administration, teachers, and student groups to align timelines.

Student Council
Senior Representative, Event Coordinator · *Sep 2021 – Jun 2025*
- Directed logistics for school-wide events, including Breakfast with Santa (**500+ attendees**).
- Coordinated annual food drive that collected **3,500**+ items for a local food bank.
- Organized biweekly meetings with **120**+ members and collaborated on school dances, carnivals, and fundraisers.

Robotics Team (FRC)
Chief Programmer · *Sep 2021 – Jun 2025*
- Programmed control systems and autonomous functions for competition robots.
- Taught weekly Java programming lessons to new members.
- Assisted in coding and testing robot controllers, contributing to team performance in FRC competitions.

PROJECTS & EXPERIENCE

Physics & Chemistry Simulations | *TypeScript, JavaScript, HTML*
- Created interactive simulations with no external libraries to model physics and chemistry concepts.
- Projects included: electric field visualizer, n-body gravity simulation, ideal gas model, and chemical kinetics simulator.
- Collaborated with AP Chemistry teacher to design demos now used in classroom instruction.

3D Sudoku | *Python, Custom 3D Graphics*
- Developed a 9×9×9 Sudoku cube with a custom-built 3D rotation and rendering engine.
- Implemented logic for slicing and number input using only a basic 2D graphics library.

Handwritten Digit Recognizer | *Python, NumPy, Neural Network*
- Built a neural network from scratch (no ML libraries) to classify handwritten digits.
- Implemented forward/backpropagation, gradient descent, and mini-batch training.