RUNZE ZHANG

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EDUCATION

Master of Engineering in Computer Science, Cornell Tech — Aug 2022 – May 2023 (Expected)
Bachelor of Arts in Computer Science, Boston University — Sep 2019 – Aug 2022

SKILLS

Languages Python, Java, JavaScript, SQL, HTML, CSS
Tools/Technologies Git, Linux, MySQL, Redis, Firebase, Node.js, Angular, Android Studio

EXPERIENCE

App Development Intern — Jun 2021 - Aug 2021
TELD New Energy Co., Ltd — Qingdao, Shandong

- Developed a feature in TELD App with Java, Android Studio, MySQL that distribute discount coupons on certain user interaction scenarios at a specific short period of time.
- Implemented distributed locking with Redis to allow the system process 5,000+ panic buying request.

Web Development Intern — Jun 2020 - Aug 2020
Huatong Group — Qingdao, Shandong

- Designed and developed the company's website end to end using Angular, HTML, CSS, and deployed the site to Alibaba Cloud.
- Implemented an authentication and login management system using JSON Web tokens, Node.js and MySQL and integrated the UI to the backend.
- Designed the MySQL database schema and data models to manage and store 10,000+ rows of user data.

Teaching Assistant — Sep 2021 - Dec 2021
Boston University — Boston, MA

- Held office hours and taught 100+ students about concepts in CS132: Geometric Algorithms

PROJECTS

Android Development - Livingood

- Led a team of 5 to design and develop an Android app with Java, Android Studio, Firebase, Retrofit that helps users search for apartments based on various criteria.
- Worked as a scrum master with weekly stand-ups, sprints, retrospectives, and evaluations.
- Developed a rating system with Java and acquire data from CrimeOmeter API for crime data, Realty Mole Property API for rental data, and Google Places API for location data.
- Built an algorithm that repartitions the crime data based on geometric coordinates, using only 1 API request to get data for each apartment in the area rather than separate requests, significantly optimized API usage costs and system performance.

Computational Fabrication - Connective Marble Race

- Worked in a team of 3 to build a design tool for connective structures that makes use of 3D printing.
- Developed a Python-based software that allows users to design marble tracks and turns the user's design into STL files for 3D printing; Implemented the travel time estimation feature by kinetic calculations.

Car Rental System

- Designed and developed a car rental system using Java and MySQL; Implemented features to complete the entire car rental process for both the company and customers.
- Designed the MySQL database schema to handle 30,000+ rows of auto-generated car, customer and revenue data.

db seeding