Zheyi Zhuang

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EDUCATION

University of Washington, Paul G. Allen School of Computer Science   September 2018 - December 2022

- Bachelor of Science in Computer Science
- Cumulative Grade Point Average: 3.85; Dean's List: 13 quarters

Summary

- Proficient programming skills in **Python, JavaScript, TypeScript, Go, Rust, Java, C/C++, C#,** and **Shell Scripting.**
- Expertise in responsive web design using **HTML, CSS, JavaScript (ES6), TypeScript**.
- Skilled in modern UI frameworks like **Tailwind CSS, Shadcn/UI, Material UI,** and **Bootstrap**.
- Advanced proficiency in using **React.js** and **Next.js** to develop single-page applications (SPA), leveraging performance with static-site generation (SSG) and server-side rendering (SSR), and **Redux/Apollo GraphQL** for state management**.**
- Experience in developing robust, high-performance **RESTful** and **GraphQL APIs**, integrating with distributed systems.
- Familiarity with **Docker** and **Kubernetes** for containerization and orchestration.
- Experience working with cloud platforms: **AWS** (S3, EC2, Redshift, Amplify, ECS), **GCP**, and **Azure**.
- Experience maintaining **CI/CD pipelines** to automate software building, testing and deployment, utilizing tools like **Azure DevOps** and **GitHub Actions**.
- Exceptional team player with a strong sense of responsibility; Excellent communicator with ability to adapt and learn quickly in agile development environments, consistently exceeding team and project expectations.

Work Experiences

Microsoft Corporation   April 2023 – Current

Software Engineer I – Team CMD AI Devices (Contract)
- Collaborated with cross-functional teams and partners to build cross-platform Microsoft Teams meeting experience and successfully shipped high-performance edge/cloud-based AI camera pipelines and hardware cameras devices.
- Participated in agile development of Teams meeting experience and improved backend services to ensure low-latency communication between edge devices and the cloud.
- Ownership in E2E intelligent camera automation testing framework, boosting efficiency and code coverage by 30%.
- Led weekly bug bash sessions with meeting up to 30 participants to overall Teams meeting room experience.

BeaconFire Inc., New Jersey (Remote)   August 2022 - December 2022

Full-Stack Engineer
- Spearheaded the development of internal management tool and implemented high-performance backend services.
- Streamlined CI/CD pipelines to deploy internal tools, cutting deployment times by 10 mins.
- Optimized internal backend services to achieve a 10% boost in server response time.
- Implemented 100+ unit/component/automated tests to ensure zero downtime in CI/CD releases.

University of Washington, Seattle   June 2021 - August 2022

Web Development Teaching Assistant
- Facilitated instruction for a web development course, guiding a cohort of 40 students in essential web development skills.
- Developed comprehensive course materials, covering HTML5, CSS, JavaScript, React.js, Node.js, Express.js, SQLite, MongoDB, RESTful APIs, Git, data visualizations, responsive web design, security vulnerabilities.
- Provided guidance and support to students in designing and implementing 10+ creative projects, fostering a collaborative environment that encourage code reviews and constructive feedback.

University of Washington, Seattle (Remote)   February 2020 - June 2021

Full-Stack Engineer – Sensors, Energy, and Automation Laboratory
- Led an agile development team of a content management system (CMS) for research purpose.
- Designed and implemented 5+ microservices to manage data and user authentication, utilizing AWS Amplify, AWS AppSync, and GraphQL APIs for real-time communication.