

Bradon Zhang

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Education

University of Florida – B.S. in Computer Science

May 2022

- ❖ 4.0/4.0 GPA
- ❖ Honors Program
- ❖ Undergraduate Research Scholars Program
- ❖ Relevant Coursework: Data Structures, Information and Database Systems, Regression Analysis, Linear Algebra, Competitive Programming

Skills

- ❖ Experienced with **Python, JavaScript, React Native**, and **Java**
- ❖ Familiar with **React.js, Firebase, Git, C++, R**, and **PHP**

Work Experience

Software Developer Intern at SiteForm

Summer 2019

- ❖ Used React Native to build a mobile app for construction workers and general contractors, digitalizing construction paperwork and promoting jobsite safety
- ❖ Wrote backend functions, such as to send emails and generate PDFs, using Node.js and Firebase
- ❖ Created a landing page for the SiteForm app using HTML5, CSS3, Bootstrap, and JavaScript (with AJAX)

Web Developer Intern at USF for Dr. Yicheng Tu

Summer 2017, Summer 2018

- ❖ Created a web UI with JavaScript and PHP to showcase Dr. Tu's massive parallel computing research
- ❖ Dynamically visualized the sales data used in Dr. Tu's research with HTML, CSS, and the D3 JavaScript library

Independent Projects

Imao-bot, a Discord bot

June 2018 – December 2018

- ❖ Created, managed, and maintained Imao-bot with Python
- ❖ Used the API of the text and voice chat app Discord to add social and administrative features to Discord servers
- ❖ Currently being used by over 3000 Discord servers

Honors and Awards

Bloomberg Global CodeCon 2019 Qualifier

November 2018

- ❖ Received second place in the University of Florida qualifying round of one hundred competitors
- ❖ Used Python to solve coding problems provided

National Merit Finalist

February 2018

- ❖ Awarded for receiving high marks on the Preliminary SAT (PSAT)
- ❖ Received the Benacquisto Scholarship

Leadership

Treasurer of Game Developers' Association

April 2019 – Present

University of Florida, Gainesville, FL

- ❖ Working with other club members to create video games from scratch
- ❖ Learning game development using Unity

Secretary of Computer Science Club

August 2016 – April 2018

King High School, Tampa, FL

- ❖ Taught programming fundamentals and competitive programming principles to around 15 club members
- ❖ Met weekly to learn programming concepts and practice programming problems

Lead programmer for FIRST Robotics team

August 2014 – April 2016

King High School, Tampa, FL

- ❖ Developed the programming of the team's robot for the FIRST Robotics Competition with Java
- ❖ Led a programming team of three in coding the bot