

# Brandon T. Zhang

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US Citizen

## EDUCATION

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### Northeastern University, Boston, MA

2017 – 2021

Bachelor of Science – Computer Engineering, Computer Science; GPA: 3.73/4.00

**Relevant Courses:** Algorithms and Data Structures, Object Oriented Design, Computer Systems, Embedded Design, Digital Logic Design, Fundamentals of Networks, Artificial Intelligence, Web Development

## SKILLS

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- Programming: Java, C++, C, HTML5, CSS, JavaScript, Bootstrap, React, Redux, Express, Python, MySQL, PostgreSQL
- Applications: MATLAB, AutoCAD, SolidWorks, Arduino

## WORK EXPERIENCE

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### Draper Laboratory, Boston, MA

Jan 2019 – June 2019

*System Software Development and Testing Intern*

- Conducted automated testing using JavaScript for Draper's new product lifecycle management system (PLM)
- Analyzed and ran 400-500 user access tests daily to identify security failures in the PLM system
- Organized and processed company project data using the Python Pandas library
- Updated and reorganized old test scripts using Object Oriented Design

### Haozhong Information Technology, Shanghai, China

June 2018 – Aug 2018

*Intern*

- Maintained functionality of websites using HTML5, CSS, MySQL, and PHP
- Recreated designs using HTML5 and CSS.

### The City College of New York, New York, NY

June 2016 – Aug 2016

*Research Intern*

- Participated in the Remote Sensing of Earth Systems Science and Technology Program
- Investigated the reliability of NASA's snow product algorithm using Python to process long-term raw data sets through data entry and graphing
- Presented project at CUNY Summer STEM Symposium

## PERSONAL PROJECTS

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### Task Tracking Timer Web Application

- Built a web application able to track time spent on tasks. The application includes a timer connected to a table which displays the tasks the user has added along with the amount of study sessions completed.
- Technologies used: HTML, CSS, JavaScript, Node.js, React, Express, and PostgreSQL

### Search Algorithm Visualizer

- Created a visualizer for search algorithms such as depth and breadth first search. The user is able to modify the graph by adding walls and adjusting goal nodes.
- Technologies used: Java, Java Swing library

## ACTIVITIES

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### Enabling Engineering (Adaptive Guitar)

Sept 2018—May 2019

- Designed a prototype guitar strummer using 3d printing and an Arduino to assist a handicapped client

### FirstByte

Dec 2017—May 2018

- Worked with a team to develop programming lessons for middle school students in the local area