

SHUANG ZHOU

1-650-431-6356 | szhou061@ucr.edu | [linkedin.com/in/shuang3zhou/](https://www.linkedin.com/in/shuang3zhou/) | github.com/DiamondKen | 1136 W Blaine St, Riverside, CA

EDUCATION

University of California, Riverside

Bachelor of Science in Computer Science

September 2019 – September 2021

GPA: 3.80

College of San Mateo

Associate's Degree in Mathematics

July 2016 - May 2019

EXPERIENCE

IQHI.Inc

September 2021 - present

Software developer – Product Development Team – Full-time

- Utilize multiple stratification and clustering algorithms to perform analysis on battery data.
- Test, develop and maintain React project in existing systems and platforms. Increase 15% efficiency during development.
- Collaborate with teams for unit testing construction. Design unit testing components and CI/CD tests that reduce stale deployment potential by 10% using CircleCI and Jenkins.
- Optimize algorithm structure for classification and prediction model to achieve a better data visualization. The amount of investors increase 17% by demoing the website and the product.

IQHI.Inc

June 2020 - September 2020

Frontend developer – internship

- Refactor inefficient and unclear code for better collaboration with pellucid documentations.
- Design and Build React project that can be shared across multiple platforms.

University of California, Riverside

September 2020 - May 2021

Computer Science Courses Grader – Part-time

- Helping with development and construction of C++ software products. Conduct scrum meetings
- Implementation strategies; quality attributes; prototyping, design pattern; Responsible for Grading assignments;
- Interfering with stages of debugging, software testing, and performance; integration and maintenance;

Shanghai Droi Technology Co., Ltd.

July 2019 - August 2019

Software Engineer Intern

- Learn and implement various aspects, such as constructing both IOS, Android applications, and Backend framework flask
- Help to implement a user-friendly app by using React Native.
- Experience with the Agile software development life cycle

PROJECTS

UniSearch | Python, Elastic-Search, JavaScript, CSS, HTML

April 2021 - August 2021

- Build a Search Engine Project that retrieves information from various universities' web pages.
- Displays the retrieved information by keyword searching on a self-build website and route to the corresponding website.
- Follow Information Retrieval methods with self-build crawler, parser. Use Elasticsearch to build index for crawled pages.

R'Finder | Python, Django, React, NextJS, PostgreSQL, JavaScript

September 2020 - April 2021

- Build a web application that builds connections between faculty members and students for potential researches and jobs.
- Use server side rendering framework NextJS to construct the Frontend Web App.
- Construct Backend server and REST API using PostgreSQL and Django.
- Deploy and utilize Amazon EC2 cloud infrastructure to provide connection between application and database by REST API.

CovidTracker | JavaScript, HTML, CSS, React, NextJS, Material-UI, ExpressJS

February 2020 - September 2020

- Build a website that displays confirmed cases, death toll in the year 2020.
- Provide visualizations features for users base on different factors.
- Develop Frontend and Backend by using server side render framework NextJs, Material-UI, and ExpressJS respectively.

RShell | C++

Dec 2019 - March 2020

- Design and implement a functioning basic bash-like Shell Scripts in Linux
- Utilize extensive knowledge of CS Design pattern such as Composite pattern, Factory pattern, etc.
- Interfere Agile during the process of software development.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML, CSS

Frameworks: React, Node.js, Material-UI

Developer Tools: Git, Visual Studio Code, Jupyter Notebook, Visual Studio, Docker, Jenkins