Harry Zhu

510-813-1219 | harryzhu45@gmail.com | linkedin.com/in/harryjzhu | github.com/HarryZ10

EDUCATION

George Fox University

Newberg, OR

Bachelor of Science in Computer Science

Expected April 2024

• Relevant Coursework: Algorithms, Data Structures, Computer Architecture, Operating Systems, Parallel Computing Systems, Database Systems, Machine Learning, Artificial Intelligence, Structures of Programming Languages

EXPERIENCE

Web Developer

August 2021 - May 2024

George Fox University

Newberg, OR

- Spearheaded the implementation of 20+ data pipelines in Node.js, achieving a dramatic 99% reduction in manual build time and accelerating development workflows, optimizing operational efficiency and content delivery speed
- \bullet Revamped 10% of content pages with HTML and CSS and support the retirement effort of 1,000+ legacy pages
- Produced 100+ web pages with JavaScript, resulting in a 70% enhancement in stakeholder engagement

Software Engineer Intern

June 2023 – August 2023

Liminal Insights

Emeryville, CA

- Architected a feature flag web platform using React.js and Flask with database connectivity, reducing deployment time of the flagship products with its 7+ software configurations by 99% (e.g., developer mode, fake hardware)
- \bullet Optimized battery cell testing process efficiency by leveraging real-time data processing and a pub/sub system architecture design, offloading 100+ synchronous debugging log messages per minute
- Refactored the OPC to Redis communication mechanism to resolve race conditions, leading to a 20% increase in improved stability of the flagship product and its network connectivity with hardware field devices (e.g., PLC)

Software Engineer Intern

June 2022 – August 2022

Recidiviz

San Francisco, CA

- Pioneered a command module with 20+ API scripts that perform comprehensive login and IAM group policy audits and reports elevated privileges in 17 B2B platforms, reducing manual verification time by 99%
- Led the 90% increase of 12 security controls with cloud log-based metrics to alert the security team of all cloud events during staging deployment to production
- Resolved 100% of CodeQL security alerts in the production environment that were identified to be in the Open Worldwide Application Security Project's (OWASP) top ten vulnerabilities in common software
- Built automation scripts utilizing pub/sub mechanisms that boosted the transparency of alerts across disparate cloud environments by 90%, implementing 20+ hardening measures by national standards

Security Operations Analyst Intern

May 2021 – August 2021

Northwest Natural Gas Utility Company

Portland, OR

- Led a security inventory documentation effort of 20+ in-house hardware and external software servers that maintain the infrastructure for the organization
- \bullet Developed 6 SQL queries, resulting in a 50% increase in identifying suspicious login activity in privileged systems
- Created six interactive dashboards and real-time alerts, leading to a 10% reduction in incident response time

Gameplay Engineer

June 2020 – December 2020

Gameheads

Oakland, CA

- Led 10+ user interface flows and internal backend connectivity services for 3+ core game mechanics
- Orchestrated project management of 120+ pull requests, contributing to a 95% achievement rate per sprint
- Performed 20+ test verifications for 5+ game features and engaged in A/B testing with 23+ stakeholders

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, SQL, C/C++, C#, Elixir, Scala, Java, Bash, Haskell

Frameworks: React, Node, Vue.js, Flask, JUnit, Apache Velocity, GraphQL, NoSQL

Developer Tools: REST API, CI/CD, Git, Linux, Redis, Docker, Postgres, MySQL, SQLite, Google Cloud, OPC-UA

Libraries: Bootstrap, Material-UI, Pandas, NumPy, Matplotlib, Seaborn