

HARRY ZHU

San Francisco, CA | 510-813-1219 | harryzhu45@gmail.com | [linkedin.com/in/harryjzhu](https://www.linkedin.com/in/harryjzhu) | github.com/HarryZ10

Experience

Liminal Insights (Incoming Summer 2023)

Software Engineer Intern — Systems

Emeryville, CA

June 2023 – August 2023

- Development of internal tools to streamline process for software developers and hardware engineers

George Fox University

Full-Stack Web Developer Intern

Newberg, OR

August 2021 – May 2023

- Architecting 10+ robust data pipelines to crawl and filter the content management system through **API** scripts
- Designing and creating 30+ largely trafficked content pages upon iterative development for the University website
- Expanding content development by 95% by creating REST scripts to validate internal and routine tasks

Recidiviz

Software Engineer Intern — Security

San Francisco, CA

June 2022 - August 2022

- Implemented 20+ automation scripts to perform comprehensive audits on group policies and elevated privileges in 17 B2B platforms, effectively verifying access controls and reducing manual verification time by 99%
- Implemented **Node** solutions to resolve 100% of OWASP vulnerabilities found in production codebases
- Built automation scripts to integrate telemetry and alerting across cloud environments for internal tooling

Northwest Natural Gas

Security Analyst Intern

Portland, OR

May 2021 - August 2021

- Created 6 **SQL** queries, dashboards, and alerts that highlight key metrics and critical events in **Splunk**
- Reported internal system and cloud events and queried suspicious flags for login activity to prevent security risks
- Enforced and assessed several cybersecurity procedures pertaining to security incident response plans

Gameheads

Project Manager & Gameplay Engineer

Oakland, CA

June 2020 - December 2020

- Developed **C#** scripts for **UI/UX**, animations, dialogue, music, visual effects, input controls, and event systems
- Enforced weekly Scrum meetings and monitored 120+ team deliverables, issues, pull requests, and feedback
- Led **A/B testing** with 14 industry experts and 9 beta testers to evaluate UX and player progression for final [demo](#)

UC Berkeley

Information Technology Intern

Berkeley, CA

January 2019 – May 2019

- Upgraded 10+ workstations in 4+ academic centers and dormitories that affected 7000+ on-campus residents
- Set up and monitored 10+ network switches in 2 academic lecture halls and 3 campus retail stores
- Contributed to improving network performance by 15% through proactive monitoring and troubleshooting

Education

George Fox University

Bachelor of Science in Computer Science & Cybersecurity (History Minor)

Newberg, OR

Expected April 2024

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Design, Data Networking, Database Systems, Computer Architecture, Operating Systems, Secure Software, Network Admin, Human-Computer Interactions

Affiliations: Peer Advisor, ACM, Asian Student Union, Yearbook, College Track Scholar, Gameheads

Technical Skills

Languages: Python, Java, React, Node, Next, Sass, JavaScript, Java, Bash, C/C++, SQL, C#, Scala, CSS3, HTML5

Tools: Vite, Webpack, Figma, Postgres, Git, Linux, Docker, Google Cloud, Splunk, Excel, NoSQL

Industry: Scrum, Application Security, Cloud Security, SAST, DAST, REST API, GraphQL, CI/CD