HARRY ZHU

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EXPERIENCE

Department of Marketing & Communications, George Fox University

Newberg, OR August 2021 - Present

Full-Stack Web Developer Intern

JavaScript, Node, CSS, HTML, Java, Bootstrap, Cascade CMS, CI/CD, Git, XML, JSON, CSV

- Reducing user delay by 95% by developing telemetry with automation scripts to validate internal and routine tasks
- Creating largely trafficked content upon iterations of drafts and feedback for the University website pages
- Corresponding with 30+ clients on web requests, implementing new content and design for all client needs

Recidiviz

San Francisco, CA

Software Engineering Intern, DevOps & Security

June 2022 - August 2022

Python, Bash, Docker, Application Security, Cloud Security, SAST, DAST, REST, GraphQL, CodeQL, Google Cloud, CI/CD, Linux

- Architected automated tests and scripts in **Python** to audit for elevated user privileges to validate access controls across **20** vendors, reducing the user delay for access controls by 90% for Information Security personnel
- Implemented Node solutions to resolve 100% of **OWASP** vulnerabilities found across internal and public projects
- Built automation scripts to integrate telemetry and alerting across 3 cloud environments e.g., Google Cloud

Department of Cybersecurity & IT Compliance, Northwest Natural Gas

Portland, OR

Security Analyst Intern

May 2021 - August 2021

Splunk, SQL, Excel, SharePoint, Zendesk, Jira Software Cloud

- 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 (2020 Confined Indorms[™])

Oakland, CA

Project Manager & Gameplay Engineer

June 2020 - December 2020

C#, Unity, Git, Scrum, Kanban, Trello, Agile development

- Developed C# scripts for UI/UX, animations, dialogue, music, visual effects, input controls, and event systems
- Enforced **Scrum**, industry project management frameworks, and **120+** deliverables, issues, and project feedback
- Corresponded with 14 stakeholders and experts for A/B testing of the GUI and game mechanics in the demo

PROJECTS

<u>Pickabox</u>, made in 2021, is a convergence of all Wikipedia articles into random clusters. (*React, Node, Python, GCP*) 11 YearsTM, made in 2019, is a 3D marine survival game, navigating as a Clownfish, in climate pollution. (*C#, Unity*)

EDUCATION

George Fox University

Newberg, OR

Bachelor of Science in Computer Science & Cybersecurity

Expected April 2024

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