HARRY JUN SHENG ZHU

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Education

George Fox University, College of Engineering   **Expected April 2024**
Bachelor of Science, Major: Computer Science, Dean's List, College Track Scholar
Courses: Algorithms, Database Systems, Parallel & Distributed Systems, Machine Learning, Artificial Intelligence

Technical Skills

Languages: Python, Java, React, Node.js, Next.js, JavaScript, Java, CSS, HTML, Bash, C#, C/C++, SQL, Scala, MIPS32
Tools: Postgres, Git, Linux, Docker, Google Cloud, Figma, Redis, Junit, Pytest, Peewee (ORM), Splunk, GraphQL, NoSQL
Industry: Scrum, Agile, CI/CD, Object-Oriented Design, Unit Testing, Application Security, SAST, DAST, OPC-UA

Experience

George Fox University   **Newberg, OR**
Web Development Intern   **August 2021-Present**
- Produced 50+ web pages to resolve 100+ support tickets and help to increase user conversions by 50%
- Engineered over 15+ REST-driven data pipelines in Node.js and Apache Velocity, enabling real-time data retrieval from the on-system CMS and reducing web page maintenance and manual building time by 99%
- Expanded content development by 95% with 10+ data-driven automation scripts to validate internal and routine digital management actions, such as auditing, publishing, creating, and editing web pages or sections programmatically
- Leveraged advanced skill in responsive design and front-end development (HTML, CSS, JavaScript) using Figma and Adobe XD to overhaul 10% of the most promoted pages, enhancing user experience and site performance by 50%

Liminal   **Emeryville, CA**
Software Engineer Intern   **June 2023-August 2023**
- Architected an internal and on-system feature management service to increase the integration of behavior-driven development by 50% and to support 10+ switchable feature settings on the flagship software platform, Echo Stat®
- Designed the full-stack product extension using **React.js** and **Postgres** that uses in-house REST services to isolate the 10+ feature settings quickly without manual configuration to deploy the Echo Stat® product onto customer sites
- Maintained battery cell test throughput while keeping all log messages of all levels by offloading the synchronous runtime logs into a pub/sub communication protocol using the asynchronous messaging library, ZeroMQ
- Refactored the OPC to Redis communication mechanism, leading to a 20% increase in improved stability of Echo Stat® and its physical connectivity with the network to its native hardware field devices

Recidiviz   **San Francisco, CA**
Software Engineer Intern   **June 2022-August 2022**
- Pioneered a command line interface of 20+ automation scripts that performs comprehensive login and IAM group policy audits and reports elevated privileges in 17 **B2B** platforms, reducing manual verification time by 99%
- Resolved 100% of CodeQL security alerts in the production environment that was found to be OWASP's top ten vulnerabilities discovered in popular enterprise software and codebases
- Built a pipeline of three automation scripts utilizing pub/sub listeners that boosted the transparency of alerts across disparate cloud environments by 90%, implementing 20+ hardening measures set by the Center for Internet Security
- Empowered standard security benchmarks by 20% to integrate multi-factor authentication corporate security policies

Northwest Natural Gas   **Portland, OR**
Security Operations Analyst Intern   **May 2021-August 2021**
- Developed and deployed 6 SQL scripts, resulting in a 50% decrease in average response time for identifying suspicious login activity and enhancing security measures for 10+ privileged IT systems
- Created six interactive dashboards and real-time alerts, leading to a 10% reduction in incident response time
- Assessed 100% of internal cybersecurity procedures, ensuring compliance with frameworks like NIST and ISO 27001

Gameheads   **Oakland, CA**
Project Manager & Gameplay Engineer   **June 2020-December 2020**
- Led a 50% reduction in UI load time by engineering UI/UX flows and internal backend connectivity services
- Orchestrated management of 120+ pull requests using Trello, contributing to a 95% achievement rate per sprint
- Performed 20+ test verifications for 5+ game features in line with the team's OKRs, and engaged in A/B testing with 23+ stakeholders, resulting in a 70% enhancement to UX quality and level metrics, up to the published demo build