

Harry Zhu

510-813-1219 | harryzhu45@gmail.com | [linkedin.com/in/harryjzhu](https://www.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 & Distributed Computing Systems, Database Systems, Machine Learning, Artificial Intelligence, Client-Server Systems*

EXPERIENCE

Web Development Intern

August 2021 – Present

George Fox University

Newberg, OR

- Developed 10% of the new content pages to redesign and support the retirement of 1,000+ legacy pages
- Produced 50+ web pages to resolve 100+ support tickets to support user conversions and SEO analytics
- Engineered over 20+ API-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 digital content development by 95% with those 20+ automation scripts to validate internal and routine digital management actions, including auditing, publishing, creating, and editing web pages

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)
- 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%
- 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 security inventory documentation by 90% of 20+ in-house hardware and external software servers that maintain the infrastructure for the organization
- 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

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