

Harry Zhu

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SKILLS

Languages: Python · Bash · Java · C# · JavaScript · TypeScript · PHP · C/C++ · SQL
Frameworks: React · Node.js · Vue · .NET · NoSQL · Angular · Express · Tailwind · JUnit
Tools: Linux · PostgreSQL · Docker · Kubernetes · CI/CD · AWS · Azure · Git

EXPERIENCE

Software Engineer Intern

July 2024 – September 2024

F5 Networks

Seattle, WA

- Accelerated development process across multiple teams by building a **CI/CD** module that can investigate a crash from functional tests in 50+ staging and production environments using **GDB** and **Bash** within 8 minutes
- Conducted daily analysis of 5-10 CI/CD pipeline executions, leveraging **GDB** to examine crash dumps and aggregate stack traces and relevant source code from functional test logs into **Bugzilla**, an enterprise bug reporting software
- Expanded knowledge sharing by documenting project scope, deliverables, and milestones in **Jira** and **Confluence**
- Leveraged courses to rapidly acquire **Kubernetes** and **K3S** proficiency, significantly advancing DevOps capabilities

Software Engineer Intern

August 2021 – April 2024

George Fox University Communications Office

Newberg, OR

- Engineered a monitoring tool using **Vue** and **NodeJS**, reducing manual verification of content accuracy by 95%
- Achieved a **90%** reduction in manual build time for various tasks time down to 2-4 seconds by developing 20+ user-driven programs in **NodeJS** interacting with the content management system and various public web services
- Optimized branding and web accessibility by redesigning **90+** legacy pages trafficked by **1,000+** users with **CSS**

Software Engineer Intern

June 2023 – August 2023

Liminal Insights, Inc.

Emeryville, CA

- Reduced product configuration time by 80% by building an app with a service-oriented architecture in **Python** with **PostgreSQL** and **React**, using **Scrum** methodology to resolve project milestones and feedback
- Optimized battery cell testing process efficiency, offloading **50+** log messages/minute with **ZeroMQ** and pub/subs
- Stabilized uptime and data flow of 100+ **OPC** events, removing race conditions involving **Redis** subscriptions

Software Engineer Intern

June 2022 – August 2022

Recidiviz, Inc.

San Francisco, CA

- Built an access monitoring tool in **Python**, **Docker**, and **GCP**, reducing **IAM** audit time by 90% across 17 vendors
- Introduced over 10 new security controls and alerts in infrastructure services across 3 disparate cloud environments
- Resolved **200+** product and container vulnerabilities using **CI/CD** with **CodeQL** and **Trivy** for automated scans

PROJECTS

Confined Indorms (2.5-D Game) | C#, Unity | 2020 | gameheads.itch.io/confined-indorms

- Managed a cross-functional team of **7** members using **Agile** and **Scrum** and priority management frameworks
- Oversaw the completion of **120+** deliverables, issues, and feedback items to keep the project on schedule
- Implemented **C#** scripts for UI elements, animations, dialogue systems, music, visual effects, and event systems

11 Years (3-D Game) | C#, Unity | 2019 | gameheads.itch.io/11-years

- Established key gameplay metrics including movement speed, object animation speed, and spawn rates
- Developed core gameplay mechanics such as the player character's ability to eat and complete objectives

EDUCATION

George Fox University

August 2020 – April 2024

Computer Science, Bachelor of Science

Newberg, OR

Coursework: Parallel & Distributed Systems, Database Systems, Operating Systems

Activities: ACM President & Technology Chair, CodePath Emerging Engineers Summit, College Track, Gameheads