Zizhen (Kevin) Song

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Experience

WEB APPLICATION DEVELOPER| UW TRANSPORTATION SERVICES | MAY 2019 – MARCH 2020
· Designed and developed a web application that organizes pictures of parking spots on the University of Washington campus into an interactive map using HTML, CSS, and JavaScript
· Set up and deployed ETL pipeline for data transfer and storage on UW servers using Python
· Implemented Agile development methodology by facilitating exercises such as sprint planning and weekly customer feedback review

IMAGE-PROCESSING LAB ASSISTANT| UW CELL BIOMECHANICS LAB | MAY 2019 – JANUARY 2020
· Researched image processing techniques for analysis of heart tissues and platelet mechanics to understand causes of heart disease
· Automated biological image analysis by segmenting fluorescent protein imaging of platelets using morphological opening, and flood-fill operations
· Calculated contractional force of platelet cells through displacement evaluation of proteins in contact using MATLAB proprietary programming language

Education

UNIVERSITY OF WASHINGTON | SEATTLE, WA | EXPECTED GRADUATION: DECEMBER 2021
· Bachelor of Science in Computer Engineering, GPA: 3.8/4.0
· Related coursework:
  · Algorithms
  · Artificial Intelligence
  · Database Systems
  · Data Structures & Parallelism
  · Software / Hardware Interface
  · Software Design and Implementation
  · Systems Programming
  · Web Programming
· Honors/Awards: Dean's List (6 quarters)

Projects

RADIUS| GEOFENCED VIRTUAL WAITING ROOM| JULY 2020 – CURRENT
· Winner of Husky Tech Summer Program's Innovation category
· Implemented full stack React and Firebase application for streamlining customer traffic flow
· Provides business side reassurance with geofenced queue-entry customer App
· Developed real-time communication channel between businesses and customers with native push notifications and direct messages
· Reduced code base redundancy by 30% by implementing REST API in Node.js

QUESTION PRO| ONLINE STUDY APPLICATION | MAY 2020 – JUNE 2020
· Developed and deployed quiz-based study tool using React and Firebase
· Designed NoSQL database for storing quizzes and tracking personal progress

LONGEST CHIMNEY | IOS GAME | MARCH 2017 – FEBRUARY 2019
· Designed and developed iOS platformer game using Construct 2 game engine and GIMP graphics editor
· Complied using Adobe PhoneGap and published on the iOS App Store
· Get your copy at: https://apps.apple.com/gb/app/longest-chimney/id1449384671

Skills

Languages: Java, JavaScript, TypeScript, C, C++, HTML, CSS, SQL, Python, MATLAB
Technologies: React, React Native, Firebase, Node JS, NoSQL, Linux, Git, AWS