Zizhen Song

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Summary of Qualifications

- Self-driven and adaptable with strong critical thinking skills
- Proficient in Java, JavaScript and Python with strong understanding of data structures and object-oriented design
- Ability to effectively articulate technical challenges and solutions
- Experience with image processing at cellular research laboratory
- Experience with designing, programming, and publishing websites
- Fluent in English and Mandarin Chinese

Education

UNIVERSITY OF WASHINGTON | SEATTLE, WA | EXPECTED GRADUATION: DECEMBER 2021

- Currently enrolled in Bachelor of Science in Computer Engineering (CE)
- Related coursework: Data Structures and Algorithms, Databases, Software Hardware Interface, theory of computation
- Honors/Awards: Dean's List (4 quarters)

Experience

WEB APPLICATION DEVELOPER| UW TRANSPORTATION SERVICES | MAY 2019 – CURRENT

- Lead team to plan and develop web application that organizes parking spots on campus via interactive map
- Set up and manage data storage on associated UW servers for webpage, hosting thousands of pictures
- Assist with selling of parking tickets during UW events

IMAGE-PROCESSING LAB ASSISTANT| UW CELL BIOMECHANICS LAB | MAY 2019 – JANUARY 2020

- Assist fellow researchers on study of heart tissues and platelet mechanics
- Extract and analyze image data from nd2 files using MATLAB
- Formulate new methodologies in calculating mechanical properties of human cells

Projects

DEPTS.WASHINGTON.EDU/TSEVENTS| INTERACTIVE MAP | JUNE 2019 – SEPTEMBER 2019

- Interactive map that hosts 360 images of parking spots on University of Washington campus
- Programmed using HTML, CSS, and JavaScript along with libraries such as jQuery, Leaflet, and Pannellum
- Published and hosted on UW servers

ZIZHENSONG.COM | PERSONAL WEBSITE | JANUARY 2019 – CURRENT

- Programmed interactive resume using HTML, CSS, and JavaScript
- Hosted on GitHub (https://github.com/HolderOfTime99/holderoftime99.github.io)
- Currently working on updating Projects section

LONGEST CHIMNEY | IOS GAME | MARCH 2017 – FEBRUARY 2019

- Created using Construct 2 game engine (HTML5 based) and GIMP for visuals
- Compiled using Adobe PhoneGap
- Project revived and reuploaded to IOS App Store in February

Skills

Languages: Java, Python, JavaScript, HTML, CSS, SQL
Tools: Visual Studio Code, Linux, Terminal, Vim, Eclipse, Git, AWS, Microsoft Azure