

**Jenny Zhan**  
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## EDUCATION

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- **University of Utah** Salt Lake city , UT  
*Master of Software Development; GPA: 4.00* Aug. 2023 – Dec. 2024(Expected)
- **Fujian Normal University** China  
*Bachelor of Biological Science; GPA: 3.33* Aug. 2019 – Jun. 2023

## TECHNICAL SKILLS

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- **Languages:** Java, HTML, CSS, C++, Python, JavaScript, SQL
- **Technologies:** React, Git, Linux, WebSocket, Node.js, jQuery, Qt
- **Tools:** IntelliJ IDEA, VSCode, Android Studio, Latex, Microsoft Office Suite

## EXPERIENCE

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- **Industrial Bank** Apr. 2023 – Jun. 2023  
*Bank Web Application Developer*
  - Developed and maintained a banking web application using JavaScript, TypeScript, HTML, React and CSS.
  - Performed statistical and behavioral analysis using Python and SQL based on customer and marketing data.
  - Implemented new features, such as customer feedback forms and a customer tips system, according to feedback.
  - Utilized Agile methodologies to enhance team communication and ensure product quality.

## PROJECTS

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- **Expression Calculator** Jan. 2024 – Present  
*Multiple an Expression Calculator with C++ and Qt.*
  - Developed a simple calculator with C++ for implementation and Qt for user interface.
  - Dug deep to design and implement expression parsing and evaluation logic with customized classes in C++.
  - Handled C++ memory management with extensive usage of smart pointers and manual operations.
  - Continuously improved calculator accuracy and robustness using repeated Fuzzy testing.
- **Slack-like chat application** Nov. 2023 – Jan. 2024  
*Multiple platforms chat application.*
  - Developed a real-time chat application using Java, WebSocket, HTML, CSS, JavaScript for Web and Android.
  - Developed a responsive, multi-threaded server to handle simultaneous messaging requests.
  - Developed Group Chat as an extra feature.
  - Developed a simple End to End encryption to guarantee better security and privacy.
  - Followed Test Driven Development as the principle to complete the whole project.
- **The Snake Game** Sept. 2023 – Nov. 2023  
*Snake game application with C++*
  - Developed the (Snake) game to exercise agile principles of Software Development.
  - Used C++ programming for the basic implementation and SFML library for User Interface.
  - Developed multiple versions with A\* searching algorithm, Dijkstra algorithm and Breadth First Search algorithm to compare performances with using larger map and same number of foods at fixed locations.
  - Project members alternately took on roles of product manager, developers, and customer in daily meetings to advance the project.
  - Continuously integrated and delivered new features to enhance user engagement and satisfaction.
- **Simon Game** Sept. 2023 – Oct. 2023  
*Web memory challenging game application*
  - Utilized HTML, CSS, JavaScript, and jQuery to build an interactive game that challenges users' memory skills. Applied design principles to create an engaging and intuitive user interface, showcasing a practical application of web technologies.