# Jie Zhang

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## EDUCATION

**Stony Brook University**                                                                 Stony Brook, NY
*Bachelor of Science in Computer Science (GPA: 3.93)*                *Expected Graduation: May 2023*
**Relevant Courses:** Data Structures, Algorithms, Systems I, Object-Oriented Programming, Software Development, Foundations of Computer Science, Probability and Statistics, Linear Algebra
**Currently Taking:** Systems II, Computational Geometry, Computer Networks

## TECHNICAL SKILLS

**Programming Languages**: Java, JavaScript, C++, TypeScript, Python, SQL, HTML/CSS
**Frameworks/Libraries**: Spring Boot, Node.js, Express.js, React.js, Vue.js, Bootstrap, Apollo GraphQL
**Databases/Tools**: Git, Elasticsearch, MongoDB

## EXPERIENCE

**Software Engineer Intern**                                                          June 2021 – Aug. 2021
*Interactive Brokers Group*                                                                   *Greenwich, CT*
- Designed a web-based tool using Node.js, Vue.js, Express.js, and Elasticsearch to automate intake of Jira tickets, resulting in a 30% decrease in development time for the software engineers throughout the company.
- Developed an internal tool using Spring Boot, TypeScript, and Elasticsearch to allow designers to efficiently organize Adobe XD files, expediting design mockup requests by over 20%.
- Collaborated with UI designers and a team of 5 software engineers through daily stand-up meetings, resulting in the completion of the assigned project two weeks before the expected deadline.

**Undergraduate Teaching Assistant: Data Structures**                    Jan. 2021 – June 2021
*Stony Brook University*                                                                    *Stony Brook, NY*
- Successfully supported over 120 students in understanding the fundamentals of data structures and algorithms, along with various paradigms and techniques of programming.
- Hosted weekly recitations that guided undergraduate students in debugging and optimizing their programs.
- Worked closely with the professor to facilitate student learning and engagement through weekly office hours and resolved additional concerns through discussion boards and emails.

## PROJECTS

**World Data Mapper** | *JavaScript, React.js, Node.js, Apollo, GraphQL, MongoDB*          Apr. 2021 – June 2021
- Designed a hierarchical content management system for users to create maps with customizable regions.
- Implemented a responsive UI and REST API endpoints using React.js and Node.js.
- Utilized Apollo, GraphQL, and MongoDB to implement secure and efficient communication between client and server.

**Blog/Content Management System** | *React.js, MongoDB, Express.js, Node.js, JWT*          Nov. 2020 – Jan. 2021
- Developed the back-end REST API to effectively manipulate and fetch data from the MongoDB database.
- Utilized JSON Web Tokens to efficiently authenticate and secure the web application through cookie generation.
- Designed and implemented a responsive server-side rendered UI with navigation using React, Next, and Ant Design.

**Clique.IO: Startup Networking Platform** | *JavaScript, Bootstrap, HTML, CSS*          June 2020 – Aug. 2020
- Developed a platform for college students to find team members through shared interests.
- Implemented a responsive UI for easy navigation and meaningful interaction.
- Led a team of 3 front-end developers by assigning tasks, managing progress, and communicating with the back-end team to fulfill specific needs.

**Capsule's Adventure: 3D Platform Game** | *C#, Unity*                                    Dec. 2019 – Jan. 2020
- Developed a 3D platform game using Unity Engine and C#.
- Designed and implemented 10+ checkpoints to enhance the playability of the game.
- Led a team of 4 members by assigning daily tasks, learning goals, and checking progress through daily meetings.