

Jinpeng Zhang
Computer Science Major

University of Venice Ca' Foscari, Italy

+39-320 467 7600
jimpo.jpz@gmail.com
GitHub
LinkedIn

TECHNICAL SKILLS AND INTERESTS

Languages: C, C++, Java, Python, HTML, CSS, SQL
Web Frameworks: Flask, React
Databases: SQLite, PostgreSQL
Data Analysis: Natural Language Processing (NLP), Network Analysis
3D Graphics: Three.js
Developer Tools: Visual Studio Code, IntelliJ, CLion, PyCharm
Soft Skills: Strong problem-solving abilities, effective communication, teamwork

EXPERIENCE

•18sound

07/2018-08/2019

Intern

Reggio Emilia

- Managed the inventory of the warehouse to check the condition of the products
- Worked at the speaker assembly line and performed minor tasks

•GPI SpA

Jr Java Developer

Venice

- Develop and maintain software applications and services in Java, utilizing various Java frameworks such as Spring and Apache
- Interface with IBM servers using the RPGLE language for seamless integration and data exchange.
- Participate in code reviews and debugging sessions to ensure software quality and performance

PERSONAL PROJECTS

•Social Network Analysis Project

12/2022-03/2023

Analyzing user behavior on a social media platform in response to global climate movement events and news

- Tools & technologies used: Python, R, NLTK, Excel
- Conducted sentiment analysis using NLP techniques to assess user reactions to climate movement events, uncovering trends and insights in social media discussions. Gathered raw data from Twitter and generated visualizations in Python and R to present the findings effectively, contributing to a deeper understanding of public sentiment surrounding climate issues.

•Exam Management System WebApp

05/2023-08/2023

Full Stack Developer and Database Administrator

- Tools & technologies used: Python, Flask, HTML, CSS, JavaScript, Ajax, Bootstrap, SQLite, PostgreSQL, Cython
- Developed a robust Exam Management System Web Application using Python and Flask, integrating a variety of front-end technologies such as HTML, CSS, JavaScript, Ajax, and Bootstrap. Implemented database management with SQLite and migrated to PostgreSQL in order to manage constraints such as triggers, checks, etc...

•Bookito

11/2022-01-2023

Mobile application used to exchange books

- Tools & technologies used: Java, Android Studio
- Developed a mobile app with Android Studio using Java

•MiniLaska

05/2021-06/2021

2D game on a 8x8 board similar to checkers

- Tools & technologies used: C
- Created a 2D game on an 8x8 board similar to checkers using the C programming language. This project showcased my proficiency in algorithmic thinking and game development skills

•JSON Parser

06/2023-09/2023

A JSON Parser written in cpp

- Tools & technologies used: C++
- Designed and implemented a JSON Parser entirely in C++. This project demonstrated my expertise in data parsing, memory management, and working with complex data structures.

EDUCATION

•IIS Silva-Ricci

2020

Diploma in electronics

78/100

•Ca' Foscari

2020-current

Computer Science Bachelor, State