

**Jinpeng Zhang**  
Computer Science Major

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## TECHNICAL SKILLS AND INTERESTS

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**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

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### •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 minor tasks

## PERSONAL PROJECTS

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### •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

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### •IIS Silva-Ricci

2020

*Diploma in electronics*

78/100

### •Ca' Foscari

2020-current

*Computer Science Bachelor, State*