Jimmy Zou

(347) 757-7979 | jimz7192@gmail.com | http://linkedin.com/in/jimmy-zou-62083727a | https://github.com/Jimz2245

EDUCATION

Binghamton University, State University of New York **Expected Graduation: May 2028**
Bachelor of Science in Computer Science | GPA: 3.63/4.00
Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Object Oriented Programming, Linear Algebra, Calculus

Technical Skills:

Languages: Java, Python, C, Assembly, HTML, CSS, JavaScript, React.js, SQL
Tools: Git, VS Code, PyCharm, IntelliJ, Godot, QTSpim, PyGame, Fusion 360
Core CS: Object-Oriented Programming, Data Structures & Algorithms, Debugging, Responsive Design, UI/UX Principles

EXPERIENCE

Codepath | Remote Intern | Virtual **June 2025 – Present**
- Built and deployed a responsive website with HTML/CSS/JS, improving engagement by 23% and allowing engagement for 200+ students through new designed and implemented features such as event pages an RSVP forms (WEB101)
- Attended weekly class sessions to improve and deepen programming knowledge through 10-week program covering data structures, algorithms, system design, graphs, big-O analysis, etc (TIP102)
- Participated in multiple weekly code-review sessions to gain feedback, strengthen programming fundamentals, and enhance debugging and UI/UX skills

Game Design Group | Project Division | Vestal, NY **February 2025 - May 2025**
- Collaborated with a team of 20+ team members to develop a full-featured game within a semester using Godot engine and git for collaborative and controlled programming
- Implemented character movement and collision detection to ensure smooth and realistic gameplay
- Gained hands-on experience with core game development principles such as physics simulation, and animation integration

TASC | Publicity Chair | Vestal, NY **February 2025 – Present**
- Created multiple graphics to advertise social events on campus, attracting 20% more attendees and increasing engagement within the Taiwanese American student community
- Worked within a group setting of 4 artists to create a large mural for an event which attracted 200+ students
- Partnered with 8+ campus organizations, contributing to a 25% increase in club membership and influence

AACE Summer Camp | STEM Teacher | Bayside, NY **July 2024 – August 2024**
- Taught foundational coding concepts (Scratch, Python) to elementary and middle school students, adapting lesson plans to age and skill level
- Encouraged problem solving and creativity through interactive and fun projects (mini-games, animations, etc)
- Maintained a positive and engaging classroom environment through interactive lesson plans and fun, age-appropriate activities that made learning enjoyable and accessible

Projects

Restaurant Ordering System | Java, OOP, Spring Boot, React.js, SQL **September 2025 - Current**
- Developed a full-stack restaurant ordering app with a Spring Boot backend and React.js frontend, enabling users to browse menus, manage a cart, and calculate real time order totals
- Designed and implemented RESTful APIs to handle menu management and cart operations, reducing backend complexity 40% through clean and organized code architecture
- Built an interactive, responsive UI with React.js, integrating API calls to display live menu updates and cart totals for 100+ active users

TASC Website | HTML, CSS, Javascript **June 2025 - August 2025**
- Designed and developed a responsive website through CodePath to promote the Taiwanese American Student Coalition (TASC) at Binghamton University, resulting in a 23% gain in student engagement for a 200+ people organization
- Built event announcement and RSVP features to improve communication and participation among students interested in Taiwanese culture
- Integrated interactive UI components (e.g., event cards, hover effects, mobile menus) to improve user experience and site engagement

Shape Escape | Python, Pygame **November 2024 - December 2024**
- Developed a flappy bird inspired game with a partner using Git and Pygame, learning core game functionalities, version control, and professional workflows
- Learned fundamentals of how to create functioning core game foundations such as controllers, animations, physics, etc
- Implemented game loops and timing systems with Pygame to create smooth and interactive gameplay