

# JingHong Zhang

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## WEBSITES, PORTFOLIOS, PROFILES

## EDUCATION

### **University of Pittsburgh - Pittsburgh, PA | Master of Science**

Information Science, Expected in 12/2023

### **University of Arizona - Tucson, AZ | Bachelor of Science**

Computer Science, 06/2022

## SKILLS

- Language : Java, Python, C++, C#, JavaScript, • Tool: Git, Linux, Unity, Docker  
SQL, C, HTML,R
- Frameworks: Django, QT, JavaFx, Flask, React

## PROFESSIONAL EXPERIENCE

### **INDIVIDUAL PROJECT | 01/2022 to 05/2022**

#### **Texas Hold'em - Tucson**

- Develop Texas Hold'em game with C++ and QT framework.
- Coding with C++ to achieve functions including count chips, deal, shuffle, etc.
- Use QT to materialize game, including background, bet, Fold, and Rise buttons, etc.
- Technology and tool used: C++, QT

### **WEB DEVELOPER | 07/2021 to 03/2022**

#### **Chyama-SOSO,LLC - Tucson, AZ**

- Built e-commerce website backend and database using PythonDjango frameworks independently and achieved functions of the website with token and serialization.
- Use Postman and MySQL Workbench to Test APIs, collaborated with frontend developers to design database model and improve the website to achieve a better user experience.
- Technology and tools used: PythonDjango , Docker, Postman, MySQL Workbench.

### **INDIVIDUAL PROJECT | 10/2021 to 12/2021**

#### **Game Design - Tucson**

- Design completed 2D and 3D games using C# and Unity Independently.
- Achieve various functions of the game, including character movement, character attack, character health calculation, background layered design, animation design, environment rendering, and game music management.
- Technology and Tool used: C#, Unity