

## Jinglin Zhou

San Francisco, CA, 530-407-1209, [jzhou66@dons.usfca.edu](mailto:jzhou66@dons.usfca.edu), [linkedin.com/in/jinglin-zhou-408470290/](https://www.linkedin.com/in/jinglin-zhou-408470290/)

### Skills

---

Programing languages: Python, Java, C++, C, SQL, JavaScript, CSS, HTML, Spring

Tech Tools: Docker, React.js, Node.js, PostgreSQL, Redux, Express.js, Next.js, MongoDB, TensorFlow

### Education

---

**University of San Francisco** | San Francisco, CA

**Aug 2023 – Jun 2026**

**M.S. in Computer Science**

**GPA: 3.78/4.0**

- Core Courses: Data Structures and Algorithms, Principles of Software Development, Algorithms, Systems Foundations, Big Data, Network Programming, Machine Learning

**Tsinghua University** | Beijing, China

**Sep 2017 – Jun 2022**

**Bachelor of Engineering Mechanics**

### Experience

---

**Software Engineer Intern, SF Dev Shop**

**Jun 2024 – Aug 2024**

- Built deformable CNN with batch normalization and data transformation to perform image recognition task on CIFAR-100
- Reached Top 1 prediction accuracy on the course leader board
- Developed a Treat Trail Halloween-themed web app with team. Treat Trail is a community-focused digital platform designed to revitalize the traditional trick-or-treat experience.
- Designed and implemented the database tables and structures using PostgreSQL, collaborating closely with the team to ensure efficient data management and retrieval.
- Built the backend API using Express.js, handling various endpoints for user registration, login, treat provider management, and interactive map functionalities.
- Developed the user authentication system with JWT, allowing users to securely register and log in to the platform, with support for account management and password recovery.
- Created the interactive map and search functionalities using Google Maps API and Mapbox API, enabling users to find and filter treat providers based on location, treats offered, and more.
- Implemented the treat provider registration and management pages using React and Bootstrap, allowing users to register as treat providers, upload photos, and update their house details.

**Project: Mastermind Game Enhancement with User Management**

**Nov 2023 – Dec 2023**

- Enhanced a React-based Mastermind game with user authentication, enabling login functionality.
- Developed a Spring API for persistent storage of game records and user data, including features for viewing scores, managing profiles, and optional game record saving. The creative extension introduced dynamic difficulty adjustments and a real-time multiplayer mode, enriching user engagement.
- Deployed on Google Cloud, showcasing advanced React and Spring capabilities in a user-centric application.

**Market Promotion Intern, Inspur (Beijing) Electronic Information Industry Co., Ltd**

**Oct 2022 – Mar 2023**

- Inspur is a leading cloud computing and big data service provider in China. Its business covers four industrial groups, namely cloud data center, cloud service big data, smart city, and smart enterprise.
- Responsible for exploring the various departments of the company and providing marketing support for the development of the company.
- Investigated the noise lab, which focuses on the impact of the noise on hard disk performance and analyzed technological in terms of automation and digitalization