# Jinhui Zhen

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## Education

**Oregon State University** Corvallis, OR

*Bachelor of Science in Computer Science - GPA: 3.5* *Expected graduation: May 2026*

**Relevant Coursework:** Object-Oriented Programming, Web Development, Analysis of Algorithms, Data Structures

**Professional Societies:** OSU ACM, OSU SASE, OSU Cybersecurity Club

## Technical Skills

**Languages**: HTML/CSS, PHP, Javascript, SQL, Python, C/C++, Java, LaTeX

**Frameworks**: React, Node.js, Ember.js, WordPress

**Developer Tools**: Git, Docker, VS Code, Visual Studio

**Language spoken**: English, Chinese(Mandarin, Cantonese)

## Projects

**Automated Trading/Money Transferring Bot** | ***Python, API, Playwright*** *Jun. 2024 – present*

- Developed an automated trading bot using Python and Playwright to interact with the Fidelity website, facilitating buying and selling of stocks based on user-defined parameters.
- Built features to streamline account management, including automated user account creation, fund transfers between accounts, and account verification processes.
- Conducted testing to ensure compliance with platform requirements and secure handling of financial data.

**Full Stack Web Developer** | ***PHP, SQL, HTML, CSS*** *Nov. 2024 – Dec. 2024*

- Designed a relational database schema for a gym management system, including **4 different table** to efficiently manage various aspects of gym operations.
- Developed **SQL triggers** to automate business rules, such as dynamically updating class capacities on member enrollments and drops, improving system efficiency.
- Conducted performance optimization by indexing key columns, reducing query response time for **CRUD operations** across 4 large datasets.
- Collaborated on designing wire frames for a user-friendly interface to allow seamless management of members, classes, and schedules.

**Hunt The Wumpus** | ***C++*** *Nov. 2023 – Dec. 2023*

- Developed a CLI-based adventure survival game where users navigate through various environments and encounter dynamic obstacles such as falling stalactites and the Wumpus, enhancing user engagement.
- Designed a simple but interactive UI with responsive controls, improving accessibility and user immersion.
- Utilized object-oriented programming principles to create modular and reusable code, supporting easy future enhancements.

**Coffee Shop Management System** | ***C++*** *Oct. 2023 – Nov. 2023*

- Implemented object-oriented programming principles to design modular and reusable components, allowing for easy updates and scalability.
- Utilized file handling in C++ to persist order and revenue data, ensuring continuity across sessions and enabling historical data analysis.
- Built error-handling and data validation into the system, improving reliability and preventing user input errors.

## Experience

**Leadership Service Intern** Apr. 2022 – May 2022

*Metropolitan Family Service* *Portland, OR*

- Enhanced time management skills by balancing activity planning, lesson preparation, and hands-on guidance, ensuring all tasks were completed efficiently and on schedule.
- Developed strong interpersonal and networking abilities by collaborating with team members, supervisors, and parents to create a supportive and engaging learning environment.