

Johnny Zhang

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Personal website:

<https://johnnyning.github.io/myPortfolio/index.html>

Education:

University of Utah, Salt Lake City, UT 2021
B.S, Computer Science

Salt Lake Community College, Taylorsville, UT 2018
A.S, Computer Science and Information System

Skills:

- **Language:** Proficient in JavaScript, XML/HTML, Java, Python, dart, C++, and C# Programming Language
- **Framework:** Proficient in Flutter, .NET framework
- **API:** Proficient in RESTful API, GraphQL

Related Courses(University of Utah)

- SQL Programming
- Software Practice I (C#, String Socket, Concurrency, multi-thread)
- Software Practice II (C and C++, ffmpeg, operator overloading)
- Algorithms (sorting, searching, graphs)
- Computer System (Assembly, C)
- Parallel Programming (Vectorization, OpenMP)

Personal Projects:

- **Video Downloader** | (Flutter cross-platform)
Description: A video downloading solution for Android and IOS. Developed using Flutter framework for the cross-platform feature. Worked with the libraries such as webpage view, ffmpeg, youtube-dl, youtube explode, and flutter_file_manager.
- **Replacing RESTful API with GraphQL using Tkinter** | (Python)
Description: A desktop program written in Python for retrieving data. The original data source was retrieved from RESTful API. Managed to switch to GraphQL for flexibility and efficiency.
- **Online Boggle Game** | (C# .NET MVC)
Description: A windows game developed using .NET framework. Worked around concurrent programming, multi-threading, String Socket and HTTP based REST API service.

Work Experience

The Western United States Pipe Band Association

Mobile application full-stack engineer (Intern)

- Developed Android and IOS mobile application.
- Enabled the feature of the band competition management and band player end-point application usage.
- Communicated with web application team and database manager for job clearance and data collection.