# Luxin Zhang

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#### Education

**Duke University** 

Aug.2021 - Dec.2023

Master in Electrical and Computer Engineering

Durham, NC

Honors: 50% Merit-based Scholarship and the only Chancellor Scholarship in 2021

Related Courses: Programming, Data Structure & Algorithm in C++, Systems Programming, Software

Engineering, Human-centered Computing, Image and Video Processing, Random Signals and Noise

Stony Brook University

Aug.2018 - Jul.2021

Bachelor of Science in Applied Mathematics and Statistics

Stony Brook, NY

Honors: Dean's List(2019-2021) with GPA of 3.84, and Graduate with Magna Cum Laude

Related Courses: Object-Oriented Prog, Quantitative Finance, Mathematical Statistics, Data Analysis

Technical Skills

Programming Skills: C++, C, Java, Python, R, JavaFX, HTML5, CSS3, JavaScript, SQL

Frameworks: Angular 15, Django, Django + Rest, React, React Native, Expo

Others: VS Code, IntelliJ Idea, Git, Gitlab, Axure, Tableau, MongoDB, Linux, CI/CD, PostgreSQL, Dockers, Nginx

Related-Skill Courses: Software Engineering (JPMorgan Chase), Agile Methodology (Cognizant)

## Working Experience

## **Duke Pratt School of Engineering**

May.2023 - Aug.2023

Software Developer Intern - Led a team of Five

Durham, NC

- Developed a React-based web app for streamlined access to student data through a Restful API, facilitating quick information-access for professors.
- Created a Django Rest-powered system with search and CSV upload features for manual CRUD operations in an SQLite Database with pagination support.
- Utilized Nginx as the web server, improving web traffic management through Load Balance, and enhanced application security with HTTPS encryption via Certbot.
- Implemented **Docker** for automated deployment and integrated **HTTP authentication** for login.

#### Vivo Communication Technology Co. Ltd.

Mar.2022 - Jul.2022

Software Develop and Research Intern

- · Built and maintained an Automated Image Assessment Platform in Python, delivering robust performance and saving 2 man-hours per week in image evaluation.
- Effectively integrated image algorithms into a server infrastructure using Python, enabling seamless API access.
- Enhanced Image Sharpness Algorithm from 63% to 82% by implementing OpenCV, Yolo5, HED techniques.

May.2021 - Jul.2021 Beijing, CN

- Data Analytics and Platform Operation(Intern)
  - Optimized MySQL-based algorithms, reducing data analysis in CQC from one day to one minute. • Analyzed a 30k entry dataset with Tableau and R, improving user engagement and platform performance by 17% with data-driven recommendations.
  - Maintained 95% accuracy, ensuring TikTok's Learning System information-based platform's performance.

### **Projects**

Tik Tok

#### OpenAI Clone | MERN Stack, Python, NoSQL Database, OpenAI API

Jul.2023 - Aug.2023

- Crafted a user interface using **React** and developed back-end APIs with **MongoDB**, **Express.js**, and **Node.js**.
- Integrated OpenAI API for text summarization, paragraph generation, and RESTful chat, with database interaction.
- Conducted unit test on the RestfulAPI using Postman to ensure accurate responses and expected data retrieval.

#### RISC Game | Java, JavaFX, Axure, CI/CD, Gitlab, MongoDB

Feb.2023 - Apr.2023

- Developed a multiplayer web-based strategy game for up to 2 players with territory conquest and card-based features.
- Designed a Microservice-based architecture for scalability and maintainability and deployed a Network Game project on GitLab, using CI/CD for seamless integration and reliable deployments.
- Built an end-to-end game in Java, following S.O.L.I.D. design principles, with 100% branch test coverage, and used design patterns like Abstract Factory and Chain of Responsibility for object creation and validation.

#### **Hot Potato** | C++, TCP, Unix, Server-Client

Mar.2023 - Apr.2023

- Developed a robust multi-process server-client application adept at managing command line arguments, establishing and supervising TCP socket-based network communication, and facilitating seamless information exchange.
- Achieved efficient inter-process communication, enabling data transmission and reception between processes within the server-client architecture.