

MingFeng Zhong

Mingfz0.github.io

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Skills

Languages: HTML, CSS, JavaScript, Python, Java, C, C++, C#, TypeScript

Frameworks: Node, React, Angular, Spring Boot, Flask, Bootstrap, Unity, JATOS, Pytest, Jtest

Tools: Git, CI/CD, Figma, Penpot, Visual Studio, Docker, Selenium, JaCoCo

Databases: PostgreSQL, MongoDB, SQL, NoSQL

Platforms: Windows, Linux, Ubuntu

Education

Rochester Institute of Technology (RIT)

(Aug. 2023 - May 2028)

- **Major:** Software Engineering B.S | **Minor:** Game Design & Development
- **GPA:** 3.25 / 4.0 | *Dean's List Fall & Spring 2023-2024, RIT Presidential Scholarship, Certified W3Schools JavaScript Developer*
- **Relevant Courses:** Engineering of Enterprise SW Systems, Design for Embedded Systems, Analysis of Algorithms, Web Engineering, SW Subsystems & Design, SW Process & Management, Human Centered Req. & Design, Intro to SWE

Experience

Student Mentor - Society of Software Engineers at RIT

(Aug. 2025 – Dec. 2025)

Evaluated student technical levels and provided in-depth dissections of course materials

- Tailored technical explanations to encourage the discovery of solutions rather than direct translation of alternatives
- Crafted a full course study guide for core classes that promotes conceptual understanding and real-world practicality

Online Research Programmer - Midwood High School at Brooklyn College

(Apr. 2022 – Apr. 2023)

Worked with high school students in sprints to create interactive web-apps and experiments for science projects

- Utilized the **JATOS** framework to provide easy UI access to project data and modifications for non-technical administrators
- Secured user connections by deploying on a **proxy configuration** on an **AWS EC2** instance to achieve encryption across networks
- Ported and transitioned multiple in-person projects to remote operations across multiple COVID outbreaks and boosted overall productivity by 50%

Projects

Pharmaceutical Employee Portal

github.com/MingFZ0/Management-Portal

*Develop an enterprise-scale full-stack **React** app to mimic the internal operation management of a medical company*

- Analyzed and stored employee records into a **MongoDB** schema to maximize fast iteration and adaptive feature development
- Bundled a **REST API** on a backend **Express** server and utilized **React Routers** to create easy navigation and efficient management
- Co-led a team of 5 and directed efficient **code integrations** and executed **deployment** onto an **Ubuntu** server using **Apache2**
- Cooperated with members to streamline and maintain in-depth **documentation** of project progress and development insights

Masquerade

github.com/The-Masked-Muchachos/Masquerade

*Worked in a cross-functional team of 4 to design & develop a puzzle game using **Unity** in the **Global Game Jam***

- Fast iterations and **rapid development** in a high-pressure, communicative-centric environment of a 48-hour competition
- Designed a dynamic system of **runtime dependency** for immediate adjustment and fast tweaks of features during playtesting
- Communicated continuously with non-technical artists and designers to align and refine development concepts
- Implemented a parsing system for designers to build levels in text and export them into playable scenes with 90% project efficiency

Nutrition App

github.com/MingFZ0/NutritionApp

*Led a team of 5 to develop a terminal-based **Java** application used to manage daily nutrition intake and workout*

- Implemented **Gang of Four** design patterns to improve code adaptability and lower coupling between subsystems by 70%
- Utilized an **MVC** model to separate front-end and back-end software and improve development speed by 110%
- Operated in a **Scrum Agile** environment and communicated frequently with members on feature and team updates
- Performed in-depth **code analysis** and **feature testing** across each project sprint and executed integration across the codebase to ensure project stability and sprint completion