MingFeng Zhong

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Objective

Dedicated and passionate software engineer who is actively looking for more opportunities to gain experience in AI, Web Dev, and Software Testing. Seeking internships for 2026 and 2027.

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: Bachelor of Science in Software Engineering B.S
- GPA: 3.25 / 4.0
- Related Courses: Web Engineering, Intro To Software Engineering, Engineering of Software Subsystems

Projects

Pharmaceutical Employee Portal　　　　　　　　　　　　　*(Sep. 2025 – Nov. 2025)*

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

- Analyzed and stored employee hire records into a **MongoDB** schema
- Bundled a **REST API** on a backend **Express** server and utilized **React Routers** to create synthetic links and categorize different pages
- Worked in a team of 5 to integrate different department apps and executed deployment onto an **Ubuntu** server using **Apache2**

Nutrition App　　　　　　　　　　　　　*(Jan. 2025 – Apr. 2025)*

*Terminal-based **Java** application used to manage daily nutrition intake and workout*

- Utilized many **Gang of Four design patterns** to improve code adaptability and lower coupling between subsystems
- Revitalized a disjointed team of 5 from a lack of collective efforts to improved communication and higher work quality

Library E-Book Service　　　　　　　　　　　　　*(Oct. 2024 – Nov. 2024)*

*Multi-library eBook system written in **React** and **Python** to keep track of users and books across locations*

- Utilized **PostgreSQL** for data storage and **Flask** to create a **REST API** to communicate between frontend and backend
- Created automated testing for major CRUD operations using **Pytest** to enforce code quality and early bug detection

Combo Tutorial Game　　　　　　　　　　　　　*(Sep. 2024 – Nov. 2024)*

*Proof of concept fighting game made in **Unity***

- Incorporated **OOP design patterns** and subsystems to achieve **object modularization** within the code architecture
- Created custom inspector code to import and export complex data structures into scriptable objects at runtime

Leadership Experience

Student Tutor - Society of Software Engineers　　　　　　　　　　　　　*(Aug. 2025 – Dec. 2025)*

Evaluated student technical levels and provided in-depth dissection 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 (*Mentorship*)　　　　　　　　　*(Apr. 2022 – Apr. 2023)*

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

- Created light-weight web-apps using Just Another Tool For Online Studies (**JATOS**) to manage research projects
- Utilized **Apache** to run the sites on a **proxy configuration** on **Amazon Web Services** to achieve encryption

*U.S Permanent Resident. Authorized to work in the U.S without sponsorship