

Richard Zhang

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EDUCATION

Georgia Institute of Technology

Candidate for B.S in Computer Science

Coursework: Object-Oriented Programming, Data Structures

Global Leadership LLC

Atlanta, GA

Expected Graduation: *December 2024*

SKILLS

Programming Languages:

Javascript, Java, HTML/CSS, Python, C#

Frameworks & Tools:

React, Bootstrap, Node.js, Express.js, MongoDB, Webpack, Git, Linux

Software:

IntelliJ, Visual Studio, VSCode

Communication:

English (native), Chinese (working proficiency)

Certifications:

Machine Learning (Coursera)

RESEARCH

Virtual Reality Mental Health Education for Veterans - *Global Leadership*

September 2021 - October 2021

A program to prepare veterans for potentially traumatic situations through VR

- Investigated potential drawbacks of the deployment of virtual reality in a co-authored research paper
- Proposed the team's program in the SDG4 Partnership Project Research Symposium
- Earned designation for Best Idea

PROJECTS

Learn Bundle - Full-Stack Developer & Creator

November 2021 - Present

A platform to read and post online resources for personalized learning for any technical skills

- Applied Bootstrap and React for responsive and easy-to-understand user interfaces
- Developed a Node & Express API for authenticating clients and querying a MongoDB database of submissions

Data and File Converter - Full-Stack Developer

September 2021 - December 2021

A web application for converting one form of data to another

- Worked in a group of four in designing responsive user interfaces and software flow with Bootstrap and React
- Managed the development of routes for data conversions in a Node server

Rewardr - Front-End Developer

October 2021

A software-as-a-service for small businesses to employ their own loyalty programs

- Collaborated with three others in planning Rewardr's tech stack and software architecture diagrams
- Employed Bootstrap and React to create responsive web pages for customer and business accounts

Ruins of Bronzagar - Lead Game Developer

January 2021 - April 2021

A state-qualified adventure game for the Technology Student Association

- Developed C# game logic by integrating 100+ image and music assets into one adventure game
- Cooperated with two others in conceptualizing enemies and environments and creating game flow

INVOLVEMENTS & LEADERSHIP

Data Structures Prep Course

March 2020 - April 2021

Head Teacher and Founder

- Instructed 15 members on the complexity analyses of algorithms and basic data structures
- Recorded and edited lecture videos on algorithmic complexity, LinkedLists, and HashMaps
- Trained 10 members on recursion and dynamic programming through online coding demonstrations

Tompkins Falcon Band

May 2020 - April 2021

Drum Major

- Oversaw the leadership of 30 section leaders, two woodwind captains, and two brass captains
- Managed the instruction of 200+ band students on marching technique, choreography, and music
- Collaborated with three band directors in establishing effective rehearsal procedure