RUI ZHANG
SOFTWARE ENGINEER

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Undergraduate and Student Mobile Developer at Rutgers University. I am adept at mobile and server development with some experience in web development.

Skills

LANGUAGES

Java
Kotlin
Javascript
Typescript
SQL
C
CSS3

FRAMEWORKS

Android
Node.js
Express.js
Flask
MySQL
Sass
Docker
Nginx

TOOLS

Vim
Git
Bash
Linux

Education

Rutgers University
B.Sc. Computer Science and Mathematics 2020
Relevant Coursework: Data Structures, Computer Architecture, Systems Programming, Intro. to A.I., Principles of Info. and Data Management, Design and Analysis of Computer Algorithms

Professional Experience

Rutgers OIT-OSS   Piscataway, NJ
OSS Student, Mobile Developer   Jan 2017 to Current
Full-stack and mobile development for applications used by Rutgers University

Nibbly   New York, NY
Summer Intern   May 2016 to Jul 2016
Android Develoment Intern

Professional Work

Rutgers OSS-OIT Android Mobile Application   Jan 2017 to Current
- Developed tutorial to introduce new users to various features of the application
- Developed application for users to be able to check showtimes at the Rutgers University Cinema
- Improve UI/UX for the Bus Tracker and Class Scheduling Tools by prioritizing information
- Design automated system to alert users to bus arrivals to selected stops
- Learned and implemented reactive programming using ReactiveX libraries
- Technologies Used: Java, Android, RxJava, RxAndroid

Rutgers OSS-OIT Mobile Express Server   Jan 2017 to Current
- Handles and processes all incoming data from various groups to simplify access
- Redesign server for better flexibility in the face of sudden data model changes
- Integrated Firebase Cloud Messaging Service to notify users about bus arrivals at selected stops
- Design and implement system that adds error correction in bus arrival predictions
- Learned MySQL and deploying Docker containers
- Technologies Used: Node.Js, Express.Js, Docker, Nginx, MySQL

Nibbly   May 2016 to Jul 2016
- Migrated from Facebook's Parse to AWS Lambda; incorporated AWS Lambda APIs into existing libraries
- Implemented Lambda authentication, added new features, and debugged major issues
- Learned about Android concurrency
- Technologies Used: Javascript, Node.Js, and Android

Personal Projects

ProtoPy   Oct 2016 to Oct 2016
HackRU
- Takes a user-generated flow-chart denoting program flow and converts it to executable Python code
- Technologies Used: JointJs (parsing), HTML/CSS3 on top of Node-Webkit (frontend)

Deep Space   Oct 2015 to Oct 2015
BrickHacks II (2015)
- Simple top-down shooter where the player's stats are determined by the amount of physical activity
- Game was built in Unity3D with assets modeled in Blender; implemented simple AI logic and collision detection

Activities and Volunteer Work

USACS Hackerhour · Speaker   Sep 2017
Presented talk on terminal use, Bash scripting, and Vim

USACS Mentorship · Mentor   Sep 2017 to Current
Help undergraduates understand their course material for the introductory courses and clarify topics they are uncertain of