

# Sean Zhang

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## EXPERIENCE

### Software Developer Intern for UnitedHealth Group

June 2015 – August 2015

- Contributed to the frontend development of an internal web application that filters hundreds of thousands of pieces of logging data
  - Responsible for designing the site, managing user input, and manipulating that data back and forth to the backend server through AJAX requests
- Also contributed to the frontend development of a web application to manipulate COBOL/Java objects

### Member of Boston Hacks Team

September 2015—Present

- I help organize and communicate travel logistics to attendees, as well as create videos to highlight the event

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## EDUCATION

### Boston University

Anticipated May 2018

Bachelor of Arts Computer Science Degree—GPA: 3.76/4.0

- Current and previous undergrad coursework: Computer Systems, Probability and Statistics, Data Structures, Linear Algebra, and Combinatoric Structures

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## SKILLS

- **Proficient:** Java, Python, Javascript/jQuery, and HTML/CSS
- **Familiar:** C, Ruby on Rails, Flask, Node.js, MySQL, Git and Unix systems
- **Basic:** Angular, Swift, Android Studio
- **Design/Media Tools:** Adobe Premiere, Adobe After Effects, Adobe Illustrator, Adobe Photoshop, and Sony Vegas

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## PROJECTS

### PriveTime—Global Appathon

January 2015

- With my team, we created a mobile Android application that simplifies communication between college roommates, which won Best UX Design Award
  - Tools: Android Studio/Java/Adobe Illustrator

### Journe—Make BU Hackathon

March 2015

- With my team, we developed a web application that creates Spotify playlists based on the length of a given road trip
  - Tools: Spotify API/Google Maps API/Javascript/jQuery/HTML/CSS

### Political Sentiment—Hack Princeton

April 2015

- With my team, we built a web application that studies how political opinions shift over time, given any topic or subject
  - Tools: New York Times API/Indico API/Google App Engine/Python/Javascript/HTML/CSS

### Connect Four AI

April 2015

- I developed a Connect Four program that uses Min-max search and Alpha-Beta Pruning to successfully win against human players