# 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

## EDUCATION

**Boston University** **Anticipated May 2018**

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

- Previous undergrad coursework: Data Structures, Linear Algebra, Combinatoric Structures, Programming Languages

## SKILLS

- Proficient in developing with Java, Python, Javascript/jQuery, and HTML/CSS
- Familiar in developing with Ruby on Rails, Node.js, Sass, Angular, Swift, and Android Studio
- Proficient with media production tools, including Adobe Premiere, Adobe After Effects, Adobe Illustrator, Adobe Photoshop, and Sony Vegas

## 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