

SEAN ZHANG

Hello! I'm Sean. I'm currently seeking internship opportunities that solve interesting problems to simplify the world.

EMAIL:
puzzledsean@gmail.com

MOBILE:
267-864-8593

WEBSITE:
puzzledsean.com

EDUCATION

Boston University
Bachelor of Arts Computer Science

Graduating: May 2018
GPA: 3.76 / 4.0 (Dean's list)

Relevant Coursework: Computer Systems (C), Probability and Statistics (Python), Data Structures (Java), Linear Algebra (Python), and Combinatoric Structures

SKILLS

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

EXPERIENCE

- ▶ **Software Developer Intern for UnitedHealth Group – Optum Technology**
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 and manipulating data to backend servers through AJAX requests, primarily with Javascript/jQuery
- ▶ **Open Web**
October 2015 – Present
 - ▶ Implemented Parse backend and functionality of fragments in our Android app for BostonHacks, which helps attendees stay up to date with ongoing events
- ▶ **Travel Logistics/Media Manager of Boston Hacks Team**
September 2015 – Present
 - ▶ Organized and communicated travel logistics to attendees, and will make a highlight reel of the 500-person, 24 hour event

PROJECTS

- ▶ **PriveTime—Global Appathon**
January 2015
 - ▶ With my team, we created a mobile Android application that simplifies communication between college roommates, which won the Best UX Design Award
- ▶ **Journe—MakeBU**
January 2015
 - ▶ With my team, we developed a web application that creates Spotify playlists based on the length of a given road trip
- ▶ **Connect Four AI**
April 2015
 - ▶ Developed a Connect Four program that uses min-max search and alpha-beta pruning to successfully win against human players