

# Sean Zhang

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## EXPERIENCE

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### 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 Open Web Team October 2015—Present

- Implementing Parse backend and functionality of fragments in our Android app for BostonHacks, which helps attendees to view ongoing events in real time

### Travel Organizer/Media Manager of Boston Hacks Team September 2015—Present

- I help organize and communicate travel logistics to attendees, and will create a highlight reel of the event

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## EDUCATION

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### 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, Android Studio, Ruby on Rails, MySQL, Git and Unix systems
- **Basic:** Angular, Swift, Flask, Node.js
- **Design/Media Tools:** Adobe Premiere, Adobe After Effects, Adobe Illustrator, Adobe Photoshop, and Sony Vegas

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## PROJECTS

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### 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

### 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