**Ryan Zhang** ryan.zhang@zhitongguigu.com

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1st Hacker Way, Menlo Park 94025

**EDUCATION**

**Stanford University** Stanford, CA 09/2012 – 06/2018

Master of Science, *Computer Science* GPA: 3.52/4.00

* Courses included: Machine Learning, Algorithmic Game Theory, Mining Massive Data Sets, Introduction to HCI, Computer Network Security, Design and Analysis of Algorithms

**Fudan University** Shanghai, China09/2008 – 07/2012

Bachelor of Science, *Computer Science* GPA: 3.71/4.00

* Courses included: Data Structure and Algorithm, Operating Systems, Computer Architecture, Java Programming, Introduction to Database, Introduction to Computer Network, Linear Algebra, Mathematics Analysis

Bachelor of Arts, *Economics*  GPA: 3.58/4.00

* Courses included: Microeconomics, Macroeconomics, Econometrics, Information Economics

**University of California, Berkeley** Berkeley, CA 07/2010 – 08/2010

Summer Session, *Certificated*  GPA: 3.65/4.00

* Finished 7 credits in Oral Presentation, Globalization, Social Entrepreneurship

**WORKING EXPERIENCE**

**Software Engineer at Facebook** Menlo Park, CA 07/2014 – Present

* Building the backend service to support Facebook Group desktop users
* Used multiple languages to help build notification platform to support Mobile App of Facebook Group
* Took part in multiple design reviews for backend and database service

**Software Engineer Internship at Google** Menlo Park, CA 06/2013 – 09/2013

* Used Java to help finish a project about embedding a widget in Booking.com
* Used Scala and Play Framework to help finish the backend of the widget in Booking and Expedia

**Teaching Assistant** *Introduction to Computer System*Shanghai, China 09/2011 – 01/2012

* Major course to second-year undergraduates hosted by Prof. Mei Zhang, the dean of School of CS
* Held the TA section once a week to give implements and examples of the knowledge taught in class

**Research Assistant** *Fudan University*Shanghai, China 07/2011 – 06/2012

* Finished Graduation Thesis of “Localization Leveraging Gyroscopes in Mobile Phones”
* Aimed at fine-grained indoor localization using plane analytic geometry which can reduce human efforts
* Put forward the algorithm to improve the locating accuracy by using data gained by gyroscopes

**SELECTED PROJECTS AND RESEARCH**

**ArtHive: Mobile Application Development for Museum Visitors** Stanford, CA 01/2013 – 03/2013

* Accomplished a demo with abundant functionalities for users in museums to make comments and discussions
* Utilized PHP and SQL to connect the web to the database and JavaScript to fulfill the functionalities

**Ensemble Optical Character Recognition Systems via Machine Learning** Stanford, CA 09/2012 – 12/2012

* Applied two Support Vector Machine and Softmax Regression to combine two OCR results using Matlab
* Successfully reduced about 80% error rate on the data set compared to the original two OCR softwares

**Simulation and Optimizing of the Instruction Pipeline of CPU** Shanghai, China 01/2011 – 06/2011

* Accomplished the simulation of the instruction pipeline of CPU by Verilog and C++
* Used specific software to make the simulation of the CPU and analyzed the performance

**SKILLS**

* Programming Languages: Java, Scala, C/C++, SQL, Matlab, Latex, R
* Techincal Skills/Platform: Play Framework, Node.js, React, Oracle DB, Mango DB, Couchbase, Linux, etc.

**PUBLICATION**

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**AWARDS**

* National Scholarship (top 1%) and Merit Students of Fudan University in 2011
* B Scholarship (top 5%) and Merit Students of Fudan University in 2010
* C Scholarship (top 5%) in 2009