Yifang Zuo

Seattle, Washington • (206) 235-2345 https://www.linkedin.com/in/yifangzuo/ • zuo.yif@northeastern.edu

EDUCATION

Northeastern University
Master of Science, Computer Science, GPA: 4.00/4.00
Chongqing University of Technology

Bachelor of Arts, English Literature, Minor in Finance

Seattle, Washington Sept 2021 – May 2024 Chongqing, China Sept 2013 – Jul 2017

EXPERIENCE

Soma Reality – Software Engineer Intern

Sept 2023 – Jan 2024

Contributed as a software engineer at a startup to create the "Halfgram" app for college students from inception.

- Led the development of core features and UI for the app using React Native, Redux, Node.js, and Javascript.
- Orchestrated the design and implementation of **APIs** for seamless user management and story handling. Leveraged **Google Cloud Firebase** to optimize data handling and ensure smooth integration with backend systems.
- Introduced **caching**, batch fetch, and pre-fetch to improve data retrieval efficiency, reducing database queries by 42%.
- Launched Halfgram on the Apple App Store, achieving 102 downloads in 2 months and maintaining a 5-star rating.

PayPal – Software Engineer Intern

May 2023 – Aug 2023

Contributed as a software engineer to the development of PayPal's globally distributed Merchant Onboarding platform

- Collaborated cross-functionally with UX, PM, risk and compliance teams to design and deploy address and P.O. Box validation for 100+ countries and 18 onboarding flows, using **JavaScript**, **Node.js**, and **React.js**.
- Utilized **Jest**, **Cypress**, and **Jenkins** in Continuous Integration and Continuous Development (**CI/CD**) processes, achieving 100% **test** coverage, contributing to system stability, fault-tolerance, and efficiency.
- Debugged and resolved long-standing scope mismatch issues on PayPal's merchant referral API in Java.
- Conducted comprehensive **API testing** using **Postman**. Implemented **Splunk** for monitoring and issue resolution.

PROJECTS

GamePricer Feb 2024 – Apr 2024

A predictive pricing ML model for video games on steam using **Pandas**, **NumPy**, **Matplotlib**, **Scikit-Learn**, and **Docker**

- Cleaned a comprehensive dataset of 71,000 games, incorporating key features like genre, game engine, development costs, playtime, and price using Pandas and NumPy for data manipulation and preprocessing.
- Conducted market segmentation and competitive analysis through cluster analysis and visualization using matplotlib.
- Implemented regression models with Scikit-Learn to predict optimal game prices. Deployed the model using Docker and Kubernetes for scalability and management. Achieved an accurate prediction of 0.893 of optimal game prices.

FoodiePanda Jan 2023 – Apr 2023

A food-ordering Discord chatbot built with Java, Gradle, Dagger, Lombok, Log4j, GitHub Actions, and MongoDB

- Engineered a robust Discord bot interfacing with the Discord API to enable users to order food within Discord.
- Employed MongoDB to store and manage user data, Log4j for logging, GitHub Actions for CI/CD, analyzed the bot's performance using Honeycomb and collaborated on GitHub Codespaces.
- Achieved high code coverage of over 75% through unit testing with JUnit Jupiter, Mockioto and Google Truth.

Listeners Sep 2022 – Dec 2022

A podcast reviews web application for podcast lovers using Spring Boot, React.js, MySQL and AWS

- Leveraged AWS Elastic Beanstalk for frontend hosting and AWS RDS with MySQL engine for backend data storage.
- Enabled Facebook login using Next-Auth, and created RESTful CRUD APIs with JPA and MySQL.
- Utilized Apache Spark MLlib to build a personalized podcast recommendation system based on user ratings.

TECHNICAI SKILLS

Languages: Python, Java, SQL, JavaScript, TypeScript, HTML5, CSS3, C, shell scripting

Frameworks: React.js, React Native, Node.js, Express.js, Spring Boot, Spring MVC, Dagger, Django, Flask, Log4j,

NumPy, Pandas, LensKit, scikit-learn, Matplotlib, TensorFlow, Fairlearn, NLTK, Socket

Database/Tools: MySQL, MongoDB, AWS, Git, Jenkins, Splunk, NPM, Nginx, Docker, Kubernetes, Jira, Confluence