TERRENCE ZHANG

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Education

Stevens Institute of Technology   **Sept. 2022 - May. 2026**
Bachelor of Science in Computer Science   *Hoboken, New Jersey*
- **GPA**: 3.9; **Awards:** Dean's List, Lawrence T. Babbio '66 Pinnacle Scholars Program, Edwin A. Stevens Scholarship, Presidential Scholarship Upsilon Phi Epsilon Honor Society
- **Relevant Coursework:** Data Structures, Algorithms, Discrete Structures, Web Development, Database Management Systems, Systems Programming, Computer Architecture, Linear Algebra, Statistics

Technical Skills

Languages: HTML/CSS, JavaScript/Typescript, C#, Java, Python, Golang
Frameworks/Libraries: Node.js, React.js, Next.js, ASP.NET Core, EF Core
Tools: Git, Linux, Docker, CI/CD, PostreSQL, MongoDB, Redis, Wordpress

Projects

Social Media Web App | *Next.js, Typescript, Prisma, TailwindCSS*   **September 2023**
- Created a fullstack web application inspired by popular social media app Reddit using Next.js 13.
- Used Prisma ORM to connect Next.js backend to Vercel-hosted PostgreSQL database.
- Implemented user authentication and authorization using NextAuth library.
- Utilized TailwindCSS and CSS media queries to create a fully mobile responsive website.

Stevens Blueprint User Management API | *Golang, Redis, Docker*   **April 2024**
- Built a micro service API in Golang which is used to manage users in Stevens Blueprint.
- Used Redis as a database to store valid user tokens.
- Dockerized application to be later deployed by DevOps team.

Calendar Web App | *React.js, Typescript, Supabase, Redux, TailwindCSS*   **November 2023**
- Created a calendar web application using React.js.
- Used Supabase for user authentication and authorization as well as storing user data.
- Utilized Redux for state management in the frontend.

Rutgers Hackathon | *React.js, Express.js, MongoDB*   **October 2023**
- Led a team of 4 in designing and building a fullstack MERN forum web application.
- Successfully delivered functioning application within 24 hours.
- Utilized Git for version control and managing push/pull requests.

Python Chess Program | *Python, Pygame*   **December 2023**
- Developed a chess program in Python that includes all the basic rules as well as special moves like castling, promotion, and en passant.

Media to ASCII Converter | *C++, OpenCV*   **January 2024**
- Developed a terminal application in C++ that can read media files using OpenCV and convert their pixels into ASCII which is then displayed in the terminal.

NPM Discord Bot | *Golang*   **May 2024**
- Developed a discord bot in Golang that can find all the dependencies of a given NPM given.

Experience

Tech Incubator at Queens College   **June 2022 – August 2022**
Software Engineer Intern   *Remote*
- Designed and programmed a chat web application using React.js, Node.js, and Socket.IO.
- Built apps for clients using GlideApp and Wordpress while also accomplishing the work in a timely manner.