

ZHENG TIAN (ANDREW) CHU

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EDUCATION

Rice University

Master of Computer Science

Dec. 2023

Houston, TX

University of Nottingham

Bachelor of Computer Science; GPA: 3.7/4.0; Second Year High Achiever Prize (Top 5%)

Aug. 2022

Nottingham, UK

EXPERIENCE

Hewlett Packard Enterprise (HPE)

Software System Engineer Intern

June 2023 – Sept. 2023

Houston, TX

- Collaborated with a team of 19 technicians on the user experience development team, utilizing **React** for front-end and **Python FastAPI** for back-end to ensure the operation of **GreenLake** Services.
- Independently led the migration of the UI from **Create React App** to **Next.js** and **Vite**, using **Jest** testing, deploying to a **Kubernetes** cluster, leveraging **AWS CloudFront**, **S3 Bucket**, and **PostgreSQL** as the hosting environment.
- Merged 28 pull requests on **GitHub**, resolving 37 **Jira** tickets, presenting 60 **agile** development meetings and 1 project fair, achieving project requirements 5 weeks ahead of schedule.
- Participated in the June 2023 Hackathon and successfully developed a mobile app using **React Native**, earning an honorable mention (Top 4 out of 12 projects).

Lanyisi Information Technology Co., Ltd

Software Engineer Intern

July 2021 – Oct. 2021

Ningbo, China

- Contributed to the development of front-end components for Web applications using **Vue.js** and the **Element UI**.
- Actively participated in maintaining and enhancing the back-end codebase, employing technologies such as **Spring Boot**, **Spring MVC**, and **MyBatis-Plus**.
- Collaborated with a team of 8, utilizing **Git** for version control, and successfully delivered 5 web system projects that were deployed and launched by the company, serving a user base of 5,000 individuals.

PROJECTS

SmileyChat Social Platform | Node.js, Express, MongoDB, Angular2, Jasmine

Aug. 2022 – Dec. 2022

- Developed a social platform allowing users to create posts, track other users, and manage personal information.
- Implemented third-party account login via **Google OAuth 2.0** and efficiently stored image data using **Cloudinary**.
- Crafted the front-end using **Angular2**, ensuring robustness through testing with **Jasmine** and **Karma**.
- Designed and deployed the **RESTful** web service API on **Node.js** and **Express**, utilizing a **MongoDB** database to store user and post data. The backend was successfully hosted on a Heroku server.

E-commerce Platform System | Java, Spring Boot, Spring MVC, MyBatis, Vue.js

June 2021 – Jan. 2022

- Leveraged **Vue.js**, **Layui**, and **Bootstrap** for creating an intuitive and user-friendly front-end web UI, employing **Axios** to facilitate efficient communication with the back end.
- Utilized **Spring Boot**, **Spring MVC**, and **RESTful** to craft a back-end interface, connecting to a **MySQL** database.
- Successfully configured a **Linux** virtual machine on a cloud server to ensure the seamless daily operation of the project.

Pixel Shooting Game | C++, SDL

Feb. 2021 – May 2021

- Created a two-player Pixel shooting game using **C++**, allowing multiplayer gameplay through keyboard input.
- Developed AI algorithms for in-game characters, offering various difficulty levels and playstyle options to enhance the gaming experience.
- Enhanced the user interface by incorporating the **SDL** library to efficiently manage multimedia resources.

User Need Manager System | Node.js, Express, MongoDB, Trello, Heroku

Sept. 2020 – May 2021

- Led a team of 6 members in the development of a web service system for managing user needs in technology projects.
- Leveraged **Bootstrap** and **HTML/CSS** for front-end development, while utilizing **Node.js** and **Express** for back-end development, resulting in the creation of over 3000 lines of code.
- Implemented project management through the creation of a **Trello** board for task delegation and facilitated approximately 20 group meetings as the chairperson.
- Deployed the project on **Heroku** servers, with over 100 employees using it, significantly improving efficiency in managing user requirements within the organization.

PUBLICATIONS

Li, R., **Chu, Z.**, Jin, W., Wang, Y., & Hu, X. (June 2021). Temporal Convolutional Network Based Regression Approach for Estimation of Remaining Useful Life. In 2021 IEEE International Conference on Prognostics and Health Management (ICPHM) (pp. 1-10). IEEE