Zhiqian Zhang

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EDUCATION

Northeastern University, Silicon Valley Campus — San Jose, CA
Master of Science in Computer Science; GPA: 4.00 — *Sep 2022 – May 2025 (expected)*

Binghamton University, SUNY — Binghamton, NY
Bachelor of Art in Psychology and Linguistic; GPA: 3.93 — *Aug 2019 – May 2022*

EXPERIENCE

Lyft — Remote, CA
Back-End Engineering Virtual Experience Program — *Jul 2022*
- Refactored rental fleet backend services with Python using Factory Method Design Pattern.
- Implemented new criteria of tire servicing and modified current battery service functions.
- Leveraged Test Driven Development workflow. Utilized Git as version control.

Pure UX — San Francisco, CA
Software Engineer Intern — *May - Aug 2021*
- Worked in a developer team of 8. Built a Bubble-based web hiring system in Agile development.
- Developed 5 frontend features, including login and authentication, email communication, online assessment, and application progress visualization.
- Built the database with Bubble and developed RESTful API services.
- Maintained, documented, and tested the web application via Unit Testing and End-to-End Testing.

PROJECTS

Dota 2 Dashboard Web | *Java, JavaScript, Spring Boot, React, HyperSQL, AWS* — *April - June 2023*
- Developed a dashboard web app for users to view Dota 2 eSports data.
- Implemented the server with Spring Boot and built RESTful APIs with Spring MVC.
- Stored data in HyperSQL, ingested data with Spring Batch, and utilized JPA and JPQL for query.
- Created the frontend based on React, leveraging Hooks for reusability.
- Deployed the application to AWS Elastic Beanstalk.

E-Commerce Web App | *JavaScript, React, GraphQL, Stripe, Firebase* — *Feb - May 2023*
- Built an e-commerce web app for a clothing store.
- Developed the frontend based on React with Redux and Hooks, utilizing Redux-Saga as middleware to handle asynchronous actions.
- Managed APIs through GraphQL to scale, integrated Stripe APIs to process payments.
- Built a serverless database with Firebase as backend.
- Conducted unit and integration testing with Jest. Deployed the application to Netlify.

Space Invader Video Game | *Python, Pygame* — *Jan - Feb 2023*
- Led a team of 3 as tech lead in Agile development. Held Sprint meetings and delegated tasks.
- Implemented features across application areas including game logic, character animation, sound effect, score system, and UI, basing on Pygame framework and applying MVC design pattern.

SKILLS

Languages: Java, JavaScript/TypeScript, Python, SQL, JPQL, HTML, CSS
Tech: React, Spring Boot, Node, Express, Firebase, MongoDB, HyperSQL, MySQL, GraphQL, AWS
Computer Science: Object-Oriented Design, Data Structures and Algorithm