

Jingjing(June) Zhu

La Jolla, CA, USA | jiz296@ucsd.edu | 734-834-6985 | Github Portflio | LinkedIn

Education

University of California, San Deigo , MS in Data Science	Sept 2024 – June 2026
GPA: 3.9/4.0, Machine Learning, Natural Language Processing, Statistical model	
University of Michigan, Ann Arbor , B.E. in Computer Science	Aug 2022 – May 2024
GPA: 3.8/4.0, Web Systems, Database Systems, Artificial Intelligence, Computer Security	
Shanghai Jiao Tong University , B.S. in Electrical and Computer Engineering	Sept 2020 – Aug 2024
GPA: 3.6/4.0, Excellent Undergraduate Scholarship (Top 10%), Teaching Assistant in Academic Writing, Bronze Medal in 2021 University Physics Competition, Honorable Mention in The Interdisciplinary Contest in Modeling	

Experience

Software Development Engineering Intern , Amazon Web Services (AWS) – Seattle, WA	June 2025 – Sept 2025
<ul style="list-style-type: none">Contributed to the S3 Semantic Search team. Designed and deployed canary testing pipeline for Content Index using AWS CDK, Step Function, Lambda and VPC, enhancing system reliability and security.Built and automated distributed ingestion triggers using the Java SDK, integrating CloudWatch for monitoring and system observability.	
Data Engineer Intern , Industrial and Commercial Bank of China(ICBC) – Shanghai, China	June 2024 – Aug 2024
<ul style="list-style-type: none">Collaborated with research teams to help test federated learning algorithms to detect suspicious cross-border transactions, enhancing fraud detection efficiency.Utilized Python and SQL to analyze financial data metrics, calculating fund yields and investor returns, which improved fund performance insights for investors.	
Solution Architect Intern , Alibaba Cloud (Aliyun) – Hangzhou, China	July 2023 – Aug 2023
<ul style="list-style-type: none">Gained Alibaba Cloud Professional Certification and developed expertise in cloud infrastructure, data management, and security protocols. Participated in multi-cloud architecture designs, improving resource efficiency, and collaborated with cross-functional teams to implement best practices across platforms for data security.	
Data Analyst Intern , Zhejiang Yuce Technology Company – Hangzhou, China	May 2023 – June 2023
<ul style="list-style-type: none">Utilized PostgreSQL to perform data analysis on large datasets to extract trends, increasing business insight accuracy by 20%. Participated in the client data warehouse design, including data collection, cleansing, and transformation.Communicated with clients to understand business requirements, ensuring the alignment of solutions with business goals, and managed end-to-end solution implementations.	
Research Assistant , Emerging Computing Technology Lab in Shanghai Jiaotong University	Jan 2022 – Aug 2022
<ul style="list-style-type: none">Tested approximate computing algorithms in image processing using C++ and verilog and authored an experimental report integrated into project delivery to the company.Co-authored a research paper on Accelerating Approximate Logic Synthesis by Selection of Multiple Local Approximate Changes, accepted at top conference 2022 Design Automation Conference (DAC).	

Projects

Music Transcription App – Note-X	github.com/Note-X
<ul style="list-style-type: none">Developed a mobile Android app offering real-time music transcription services. Utilized Python, aubio for pitch detection, and Django REST Framework to handle music uploads and audio conversion, enabling robust transcription services. Designed an intuitive front-end using Android Studio and Kotlin, Java, integrating views for file uploads and displaying sheet music.	
VR Educational Game – DinoSnap	DinoSnap Web
<ul style="list-style-type: none">Developed an interactive VR game in Unreal Engine using C#, implementing AI-driven behaviors, physics-based interactions, and immersive 3D environments to simulate educational dinosaur experiences.	
AR Athletic Game – GardenerGo	GardenerGo Web
<ul style="list-style-type: none">Developed an AR-based interactive experience using Unity and Mapbox SDK, enabling real-time map integration for environmental interaction. Created scalable and immersive gameplay features using C# scripting and implemented a roulette mini-game for bonus rewards.	
Website System Demo – Insta485	
<ul style="list-style-type: none">Developed an Instagram-like web platform using Python, Flask, JavaScript, and React, supporting real-time user interactions and media uploads. Built RESTful APIs with Flask to handle user authentication etc., ensuring secure and efficient communication between server and client. Integrated dynamic client-side pages with AJAX.	