Alan Zhang

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Availability: April - December 2025

GitHub: github.com/alanZhang0813

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Boston, MA

EDUCATION

Northeastern University — Expected May 2026

Candidate for BS/MS in Computer Science, Math Minor — Boston, MA

Honors: Honors Program, Honors Scholarship, GPA: 3.5/4.0

Relevant Coursework: Object-Oriented Design, Programming in C++, Algorithms, Linear Algebra, Web Development, Computer Systems, Foundations of Software Engineering, Database Management, Network Fundamentals, Theory of Computation, Introduction to Cryptography

Extracurriculars: Member, Collegiate Chess League A-Team; E-Board Member, iHusky

SKILLS

Programming Languages: Java, C, C++, TypeScript, JavaScript, HTML, CSS, Python, Swift, LaTeX

Databases: MongoDB, MySQL, Microsoft SQL Server, Planetscale

Software: Visual Studio Code, IntelliJ IDEA, WebStorm, CLion, Eclipse, Ignition

Languages: English (Primary uency), Mandarin (Primary uency), Spanish (Full professional uency)

WORK EXPERIENCE

Software Development Intern — Jun - Dec 2024

Saint-Gobain Performance Plastics — Wayne, NJ

- Engineered a real-time tracking system in Ignition (Java + Python) to close a critical data gap.
- Designed an intuitive interface for machine performance monitoring, driving long-term adoption.
- Collaborated with cross-functional teams to redesign information displays, providing actionable operational insights.
- Optimized plant-wide software through rigorous code reviews, enhancing e ciency and documentation.
- Reduced time data discrepancies by 35%, saving over 20 hours per week and improving manufacturing e ciency.

Peer Tutor Object-Oriented Design and Fundamentals of Computer Science II — Feb 2024 - Present

Northeastern University — Boston, MA

- Mentor students in computer science, algorithms, and data structures, fostering a deeper understanding of key concepts.
- Simplify and convey complex computing concepts, ensuring accessibility for diverse learning styles.
- Lead research in andragogy, conducting data collection to inform and enhance teaching strategies for adult learners.

PROJECTS

GeoBeats- HackBeanpot 2025 (TypeScript) — Feb 2025

- Created a cross-platform app using Expo Router, integrating Spotify API for playlist creation and account linking.
- Developed location-based features to generate city-speci c playlists, delivering personalized music experiences.
- Leveraged data scraping to gather real-time insights and dynamically curate playlists based on location and trends.

Alanaumaton (Python) — Jun 2024 - Present

- Developed a chess bot that mimics my playing style using historical game data.
- Utilized machine learning algorithms to analyze and replicate my strategies and decision-making.
- Implemented the bot with a robust backend and interactive frontend, ensuring seamless game simulations and user experience.

Husksheets (TypeScript, Node.js, Prisma, React, Planetscale) — May - Jun 2024

- Engineered a Google Sheets-like web app with real-time data synchronization, leveraging Axios for API calls.
- Optimized user collaboration by implementing features like multi-user editing, data validation, and version control in a fully functional prototype.
- Led Agile development cycles, managing sprints, backlogs, and delivering a scalable, well-tested product.

Under the Weather- HackBeanpot 2024 (TypeScript, React, MySQL, Python) — Feb 2024

- Engineered an application using machine learning to forecast disease outbreaks and provide actionable weather insights.
- Developed interactive heatmaps to visualize disease trends across the U.S. using geospatial data and advanced displays.
- Designed a seamless, responsive UI that enabled intuitive interaction with complex data sets.

INTERESTS

Chess (National Master), Tennis, Fantasy and Sci-Fi Books