Alan Zhang

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Education

University of Maryland - College Park Expected May 2025
Bachelor of Science in Computer Science *College Park, MD*
- **Relevant Coursework:** Algorithms, Organization of Programming Languages (Ocaml, Python, Ruby, Rust), Object-Oriented Programming (Java), Computer Systems (C), Discrete Structures (Theory)

Projects

Web Portfolio | **React, JavaScript, Node.js, CSS, HTML** Web Portfolio Link | Github Link
- Crafted an engaging online portfolio to highlight my full stack development projects, demonstrate my technical skill set, and offer a glimpse into my personal life.
- Implemented dynamic routing in a React.js powered single page application to enhance navigation and user experience with efficient, seamless view transitions.
- Utilized advanced JavaScript features to enable interactive elements and enhance functionality.
- Developed a backend for the contact form page using Node.js, enabling efficient message processing and enhancing user interaction. Implemented middleware for form validation and integrated a secure API for email delivery, improving the overall reliability and user experience of the website.

Apple Website Clone | **React, GSAP, Three.js, Tailwind CSS** Demo | Github Link
- Developed a responsive and visually appealing clone of the Apple website using React, leveraging modern web technologies
- Implemented smooth animations and transitions with GSAP to enhance user interactions and overall user experience.
- Utilized Three.js to create and animate a 3D model of an iPhone, providing an immersive and interactive visual experience.
- Styled the website using Tailwind CSS for a clean, modern look and consistent design across different screen sizes.

Tic-Tac-Toe | **JavaScript, CSS, HTML,** Tic-Tac-Toe Demo | Github Link
- Developed an interactive Tic-Tac-Toe game using JavaScript, HTML, and CSS with dynamic UI updates and state management.
- Implemented game logic using JavaScript, including advanced features like the minimax algorithm to simulate an intelligent AI opponent, enhancing the challenge as well as engagement level of the game.
- Created modal prompts for player selection and game initiation, improving overall user experience with clean and intuitive navigation.
- Utilized event listeners for game control, including player moves and game reset functionalities.

Experience

Software Developer Intern April 2024 – Current
@MindHome *Remote*
- Worked on updates and enhancements to the company website, leveraging React for web application portions and React Native for mobile optimizations.
- Contributed personal insights and recommendations for leveraging React to enhance aesthetics and functionality of our web application.
- Collaborated closely with a team of interns to develop and refine React application projects, enhancing project outcomes through effective teamwork.
- Gained foundational skills in robotics programming by engaging with Linux and Python, gaining practical experience in developing and testing automated solutions.

Technical Skills

Programming Languages: JavaScript, Python, Java, C, C#, Rust, Ocaml
Web Technologies: React.js, Node.js, GSAP, Tailwind CSS, Three.js, HTML, CSS, Hooks API
Software and Tools: MATLAB, RStudio, GitHub, Microsoft Office, Excel
Concepts: Data Structures, Algorithms, DOM Manipulation, Complexity Analysis, Compiler Design, Operating Systems, Responsive Design, Object-Oriented Programming, Memory Management, Software-Defined Networking (SDN),