# ALICE ZHANG

Toronto, ON ⬦ mingg.zhang@mail.utoronto.ca ⬦ personal website ⬦ 705-795-6816

## EDUCATION

**University of Toronto**                                               *2023 — expected graduation*
Bachelor of Science — Cognitive Science Major, Computer Science Minor, Statistics Minor

## SKILLS

| | |
|---|---|
| **Languages** | Python, Javascript, SQL, Java, R, TypeScript, HTML and CSS |
| **Frameworks/Tools** | PostgreSQL, Express.js, React.js, Node.js, AWS, WebRTC, Git |
| **Libraries** | Socket.IO, Selenium, BeautifulSoup |

## EXPERIENCE

**Liverton Hotels International Inc.**          Jan 2020 - Apr 2020, Apr 2021 - Present
*Software Developer and Researcher*                                      *Toronto, ON*

· Fullstack developed a video call web app prototype using WebRTC and Node.js with AWS Transcribe and AWS Comprehend to detect conversation sentiments.
· Attended monthly meetings with the Co-founder to present and discuss project progress.

**Committee of 100**                                               Jan 2021 - April 2021
*Data Engineer Intern*                                            *New York (Remote), NY*

· Completely streamlined data obtaining processes that were previously done by hand.
· Worked closely with the lead data scientist in obtaining, cleaning and organizing data from websites, legal documents and PDFs and exporting them to CSV files.

**The Cognitive Neuroscience Lab — University of Toronto**          Jan 2020 - Aug 2021
*Research Assistant*                                                     *Toronto, ON*

· Helped program interactive lab experiments using Python.
· Assisted resident graduate students with running their experiments.

## PROJECTS

**The Wormhole**                                                             2022
*Github — Website*

· A work-in-progress book cataloguer that helps users rate and review books. Made with React.js with a Node.js backend and a PostgreSQL database. Book data is retrieved using the Google Books API.

**Social Robots**                                                            2021
*Github — Website*

· A web application that showcases an interactive game about robot morality. Made with React.js with a Node.js backend that keeps track of the user's name and character customizations. Deployed onto Heroku.

**Slackie**                                                                  2018

· Designed and developed an Android application that tracked time spent on 'unproductive' applications that won best beginner project at JAMHacks. Written in Java using Android Studio and Android API.