Ji Zhang (Anna)

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EDUCATION

Brown University | Providence, RI

Expected May 2024

Master of Science in Computer Science

Boston University | Boston, MA

Sep 2018 - May 2022

Bachelor of Arts in Computer Science, minor in Visual Arts (GPA: 3.80/4.00; Honors: Kilachand Honors College/ Cum Laude)

SKILLS

Programming: Python, Java, JavaScript, Java, C++, OCaml, React.js, HTML/CSS

Tools: Figma, Invision, Miro, Adobe XD, InDesign, Illustrator, Photoshop, Procreate, Jupyter Notebook, Tableau, LaTex

Languages: Mandarin, English, Korean

WORK EXPERIENCE

Brown University | Providence, RI

Digital Learning & Design Assistant

Sep 2022 – Present

- Collaborate with instructors to create engaging learning experience with various platforms: Canvas, Ed, Gradescope
- Assist the DLD team with **media production**, animation, and **web development**.

Boston University | Boston, MA

Course Assistant - Android Application Development, Probability in Computing,

Sep 2021 – May 2022

- Computational Tools for Data Science, Introduction to Analysis of Algorithms
- Evaluated and provided crucial feedback to students' assignment submissions.
 Taught course-related concepts in weekly office hours.
- Demonstrated responsibility by managing **50-200** weekly student assignments.

Worker – Einstein Bros. Bagels

Jan 2020 – Feb 2022

Spring 2021

- Advanced client **communication skills** by directly interacting with customers.
- Trained new employees to successfully acclimate to new work environment.

TECHNICAL PROJECTS

Le Calendrier

Elephant Edu Spring 2022

- Designed a mobile application interface that teaches parents in China how to provide at-home sexual education.
- Featured in Boston University Kilachand Honors College Keystone Project Presentation.
- Employed Figma and Lucidchart to design application UI/UX.

Find My Music Spring 2021

- Engineered, alongside three other teammates, a mobile application that allows users to find related playlists with a picture of an album cover.
- Integrated playlist suggestion feature using Google ML Kit Text Recognition and Spotify API.
- Employed Figma and Miro to improve application UI/UX, leading to an increase in application popularity.

• Worked with three other teammates to design a meeting management web application.

• Designed application UI/UX using Figma.

Implemented meeting scheduling forms and overall frontend features using Javascript and HTML/CSS.

Big Data Processing Spring 2021

- Collaborated with four other teammates to analyze Boston voting patterns on a ward-precinct level to help publish an article for Baystate Banner.
- Utilized **Python data processing** packages, **heatmap techniques** and **Tableau** to analyze and visualize **20** voting datasets to predict Michelle Wu as Boston's 2021 mayor.
- Implemented a sentiment analysis algorithm for movie reviews using natural language processing techniques.
- Utilized Pandas, Numpy, NLTK, and SKLearn to improve algorithm, ultimately ranking 20 out of 160 students.

PikaCourse Summer 2020

- Engineered a software infrastructure with a team to allow students to discover and interact with others who share similar class schedules.
- Served as a direct link between product designers and backend engineers.
- Coded frontend features using **React.js**.
- Employed effective communication skills to win \$2000 in a pitch competition at the Virginia Tech Kickstart program.