Nancy (Ye) Zhang

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Education

Carnegie Mellon University *Pittsburgh, PA*   May 2020
   BS in Computer Science, Minor in History, QPA: 3.84/4.00

Selected Coursework
   Operating System Design and Implementation, Algorithm Design and Analysis,
   Probability and Computing, Artificial Intelligence

Work Experience

Duolingo *Pittsburgh, PA*   Summer 2019
Software Engineer Intern
   - Created new microservice API route and designed an algorithm that filters millions of ads per day
   - Integrated new interstitial ad format which earns 2.5x the previous ad revenue
   - Implemented numerous visual improvements to the purchase flow
   - Utilized Swift and Objective-C for iOS client changes and Java for backend changes

Spiceworks *Austin, TX*   Summer 2018
Software Developer Intern
   - Designed and implemented new features and patched critical bugs in the Spiceworks Help Desk
   - Wrote unit tests to help achieve $> 87\%$ line coverage
   - Utilized Ember.js for frontend and Ruby on Rails for backend web development

Functional Programming Teaching Assistant *Pittsburgh, PA*   January - May 2019
   - Taught a lab of 20+ students for the functional programming class at CMU that had 300+ students
   - Assisted students with homework and conceptual topics help during office hours every week
   - Created new homeworks and midterm review sheets

Projects

Google CodeU   github.com/berrybus/CodeU-Spring-2018
   - Collaborated with a team of peers to design and build a web application using Java, JavaScript, HTML/CSS, Java servlets, AppEngine, and the Google Cloud Platform and APIs
   - Implemented industry best practices such as contributing to open source software with Git, conducting code reviews, extending existing codebases, and designing new components

Hydrobowl   berrybus.github.io/hydrobowl
   - Created a Quiz Bowl studying app that accepts custom questions and reads them back
   - Utilized HTML, Bootstrap, vanilla JavaScript for frontend and Firebase for backend

Languages and Technologies

Languages   Python, C, Swift, SML, LaTeX, Java, HTML/CSS, Ruby, JavaScript, GML

Applications   UNIX, Git, GDB, Vim, Photoshop, MATLAB, GameMaker, Unity, Flash

Miscellaneous   Excellent debugging skills, problem-solving, game development, digital art