***Bohan Zheng*** *www.linkedin.com/in/bohanzheng github.com/bohan2345*

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**Education**

**University of Southern California, Viterbi** 09/2013-05/2015

Master of Computer Science **GPA:** 3.8

**Related Coursework:** Web Technology, Software Engineering (A&B), Database Systems, Information Retrieval and Web Search Engines, Software Management & Economics, Analysis of Algorithm, Database System Interoperability, Foundation of Artificial Intelligence.

**Tianjin Polytechnic University** 09/2009-06/2013

Bachelor of Engineering **GPA:** 3.5

**Skills**

Web Development, JavaScript, Java, Git, AJAX, jQuary, JSP, maven, grunt, handlebars, Spring, AngularJS, nodeJS, HTML5, CSS, SQL, XML, json, REST, Agile, Scrum, ICSM., Eclipse, IntellJ

**Working Experience**

**Sony Network Entertainment Int'l (SNEI),** Software Developer 05/2014 – Present

* Build features and fix defects for different projects. Majorly work for PACMAN team in JavaScript and Java.
* Learn and research the tools used for Software development, including Eclipse, intelliJ, npm, Grunt and explore ways to speed up and improve the development effort.
* Learn to use Maven in project deployment and the release process
* Participate in the CMT scrum team and learn industry best practices on agile software development

**Oriental Standard Human Resources Holding Co., Ltd,** Intern 07/2012 – 12/2012

* Designed and implemented the front-end web pages using JavaScript, HTML/CSS
* Programmed the server side code allow user to choose desired showtime and seat for desired movie, and implemented MySQL database

**Project Experience**

**Playstation Account & Customer Manager** (PACMAN) 05/2014 – Present

* PACMAN is the customer service tool used by the worldwide call centers, to manage PSN accounts.
* Build JavaScript Framework to simplify the UI development and backend integration.
* Develop frontend API to handle localization, including Timezone, Currency and Language.
* Help building new feature and maintaining existing code on backend in Java Spring framework.
* Refactored existing code and implemented LocalStorage in front-end to cache data to improve UX.
* Build handlebars template and configure grunt for compiling the templates.
* Help designing and implementing features for PACMAN-Ghost, which is a stand-alone batch-processing application, created to support PACMAN.

**T-Bone** 10/2015

* T-bone is the play station network status administration tool
* Helped built features and fixed front-end defects in AngularJS

**Stanley** 07/2015

* Stanley is a deployment tool to simplify web application deploy process
* Designed and implemented the UI, and integrated frontend with backend.
* Implemented JRuby in Java Spring server to execute Ruby Script.

**Semantic Web, Movies and Books Federated Ontology** 09/ 2014 – 12/2014

* Developed a Java program to build ontology and meta-ontology using Apache Jena based on real book and movie data collection
* Designed SPARQL to query ontology result set. (SPARQL)
* Built a web server using JSP and Java servlet for users to access our federated ontology.

**Student Scheduling System,** Prototyper and Developer 09/2013 – 05/2014

* Took charge of prototype design including layout of the web page and the solver
* Designed and implemented front-end web pages using JavaScript, HTML/CSS, and MySQL database
* Participated in design and implementation of the system solver using Java
* Communicated with the client to get more explicit requirement