Catherine Zheng

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EDUCATION

University of Michigan   Ann Arbor, MI
B.S. Computer Science   Sep 2018 — May 2022

– Coursework: DS/A, Computer Vision, Distributed Systems, Operating Systems, Game Development

Academy of Art University   San Francisco, CA
M.A. 2D Animation & VFX   June 2024 — Aug 2026

EXPERIENCE

Meta   Menlo Park, CA
Software Engineer, Storage Privacy   Sep 2022 — Jun 2023

– Integrated structured authentication and logging into API access points of distributed blob storage systems, ensuring the petabytes of data being accessed was privacy-safe (C++, PHP)

– Implemented customer dashboard for attractively displaying aggregated metrics of bucket metadata and wrote scripts to bulk process large batches of user data

– Designed data schemas to represent the whole Meta ecosystem of data and worked with XFN groups to annotate data buckets accordingly

– Executed projects across the stack and in parallel, demonstrating adaptability to new concepts and challenges, task management, and ability to communicate over many contexts

Facebook   Remote
Software Engineer Intern, Groups   Jun — Aug 2021

– Developed, tested, and shipped a pending post feature on desktop using React and GraphQL, enabling thousands of users the option to engage in Groups they have not joined and granting admins control over participation in their communities

– Collaborated with product and design to roll-out the pending post experience – now a core feature of Facebook Groups

Facebook   Remote
Software Engineer Intern, Gaming Destinations   Jun — Aug 2020

– Delivered a user-facing dynamic web page using Typescript and GraphQL to render personalized content, with exception handling, fallback components, and memoization

PROJECTS

Yuurei, Soulime, and other games ([portfolio](#))   2022

– Developed several multi-level games through the entire game development lifecycle, from initial ideation to implementation to collecting and analyzing user feedback

– Gained broad skillset using Unity Engine, including designing game mechanics, sprites, character rigging, animation, environment shaders, level design, and developing mob behaviors

Video Streaming   2021

– Developed web client that streams a video given a URL source, adjusting framerate and video quality based on network performance, and persisting through disruptions by caching state

Mini Paxos-based Distributed Service   2021

– Implemented a key-value service in Golang that supports concurrent datastore requests (Put, Get, Append), preserves linearizability, and provides fault tolerance through a Paxos-based RSM

Linux Thread Library   2020

– Created a multi-threaded library for Unix operating systems supporting threads, mutexes, and condition variables and handles asynchronous processes and atomic operations in C++

ADDITIONAL

– Familiar Tech: C++/C, Python, React.js/Typescript/NEXT.js, C#, GraphQL, PHP, Golang, Visual Studio Code, Git, Hg, Tailwind.css, this resume was made with LaTeX

– In my free time, I like to learn new things, draw, workout, and go on hikes!