

Chaoyang Zhu

Mobile: 979-985-7809

Email: zhuchaoyang@gmail.com

GitHub: <https://github.com/chaoyang-project>

Objective: Seeking Software Engineer New Grad

Linkedin: <https://www.linkedin.com/in/chaoyang-zhu-bb674a17b>

EDUCATION

Texas A&M University, College Station, Texas

Aug 2019 – May 2022

Master of Science in Computer Engineering

GPA: 3.85/4.0

Nanjing University of Information Science and Technology, Nanjing, China

Sep 2015 – Jun 2019

Bachelor of Engineering in Internet of Things Engineering

GPA: 3.86/4.0

SKILLS

Programming: Java, JavaScript, TypeScript, Python, C/C++, HTML, CSS

Technologies: React, Node.js, Bootstrap, jQuery, Express, MongoDB, Docker, Kubernetes, Scikit-learn, NLTK, REST API, Git

EXPERIENCE

Ericsson | Developer Intern, Austin, Texas

Jun 2021 – Dec 2021

- Collaborated with team to work on the development of an IDE using **React** and **TypeScript**.
- Built a signup page for the IDE with **Ericsson Design System**.
- Implemented confirmation popup with **EDS** when user's workspaces or tokens were deleted.
- Handled incorrect login message in the callback function after calling the backend **Juggler** API.
- Made the users restart and delete workspaces more quickly by optimizing the calling of **Juggler** API in the async function.
- Designed and implemented a setup wizard for the customers to configure their hosts and tokens.
- Deployed the project to the custom pod with **Kubernetes**.

Tarena | Software Development Apprentice, Nanjing, China

Jan 2019 – Apr 2019

- Participated in the systematical training of **Java** and **C++** programming for four months.
- Developed an E-reader application on **Android Studio** by **Java**.
- Provided the users with different novels and options to change the font size and background in the reading view.
- Developed a Pop Star game application on **QT** framework by **C++**.
- Designed a user-friendly interface and the algorithm to pop stars. Added sound effects and scoring function for the game.

PROJECTS

To-Do List Application

Oct 2020 – Nov 2020

- Developed a To-Do List web application by **Node.js**, deployed the server with **Heroku**.
- Used **EJS** to generate different **HTML** web pages for different To-Do Lists.
- Processed the application data with **MongoDB**, deployed the database to **MongoDB Atlas**.

Predict the Combat Points of Pokémon using Machine Learning Methods

Sep 2020 – Oct 2020

- Drew scatter plots and computed the Pearson's correlation coefficient between numerical attributes and the combat points.
- Pre-processed the categorical attributes with the One Hot Encoding.
- Implemented a Linear Regression model to predict the combat points, evaluated the model with 5-fold cross-validation.

Web Development

Aug 2020 – Sep 2020

- Created my personal website using **HTML** and **CSS**, hosted it on GitHub Pages.
- Implemented a startup website showing a mobile application using **Bootstrap**.
- Developed a local blog system by **Node.js** and **Express**, connected it with the local **MongoDB** database.

Search Engine based on Flashcard Dataset from Quizlet

Jan 2020 – Mar 2020

- Used **Python NLTK** package to tokenize queries and documents, remove stop words and stemming.
- Built an inverted index to support Boolean Retrieval, ranked the documents with TF-IDF and BM25.
- Improved the engine by generating word embeddings using Word2Vec algorithm for the vector space model.

WORK AUTHORIZATION

Eligible to work in the U.S. with OPT