Chaoyang Zhu

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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, Redux, Bootstrap, Express, jQuery, Spring Boot, MySQL, MongoDB, Docker, Kubernetes, QT
Others: Git, GitLab, Gerrit, Jira, Scikit-learn, Pandas, NumPy, NLTK, Linux, REST API

EXPERIENCE

Ericsson | Developer Intern, Austin, Texas   Jun 2021 – Dec 2021
- Collaborated with team to work on the development of an online IDE using **React** and **TypeScript**.
- Designed Login page for the IDE with **Ericsson Design System** and handled failed login attempts.
- Implemented confirmation Popup with **EDS** when user's workspaces or tokens were deleted.
- Expedite restarting and deleting users' workspaces 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.
- Tested the functions by deploying code to the custom pod with **Kubernetes**.
- This IDE is being used by hundreds of baseband developers at Ericsson which facilitates their work.

Tarena | Software Development Apprentice, Nanjing, China   Jan 2019 – Apr 2019
- Participated in the systematical training of **Java** and **C++** programing for four months.
- Developed an E-Reader application on **Android Studio** by **Java**.
- Developed an Employee Management System using **Java** and **JavaScript**.
- Built the front end with **ReactJS**, created the back end with **Spring Boot**, stored the employee information in **MySQL**.
- 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

Personal Project Management Tool – Full Stack | GitHub | Heroku   Jul 2022 – Sep 2022
- Built RESTful APIs with **Spring Boot** for CRUD operations in the back end.
- Created the front-end application using **ReactJS**, **Redux** and **Bootstrap**
- Connected the Spring Boot APIs with **MySQL**, deployed the completed project to **Heroku**.

To Do List Application – Full Stack | GitHub | Heroku   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**.

Web Development | GitHub | GitHub | GitHub   Aug 2020 – Sep 2021
- 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 | GitHub   Jan 2020 – Mar 2020
- Utilized **Python NLTK** package to process the data set, including tokenizing corpus, removing stop words, and stemming.
- Built an inverted index to support Boolean Retrieval and ranked the documents with TF-IDF and BM25 algorithms.
- Improved the search engine by generating word embeddings using Word2Vec algorithm for the **Vector Space Model**.

WORK AUTHORIZATION

Eligible to work in the U.S. with OPT