

KEVIN ZHANG

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lang English, fluent
Chinese, conversational

C, C++
Javascript / ES2015
Java
HTML5 / CSS3
Python

yes Graphic design
Crunching data
Tinkering with Linux

no Arial

WORK

Federated Wireless Cloud Software Engineer, 2017 to present

JavaScript [Node.JS, ReactJS, Redux] // Amazon Web Services // Selenium WebDriver // Python
Currently working with the Boston-based cloud team to deliver cloud services to consumers.

- Developed and deployed an availability KPI script and associated batch job, which monitored service uptime via Elasticsearch queries every 24 hours.
- Developed and deployed an environment sensor monitoring application, processing upwards of 15,000 messages per minute and alerting Cloudwatch to errant behavior.
- Developed a major end-to-end test framework with the ability to be run entirely from terminal, allowing for integration with third-party test rigs and task runners such as Robot, Gulp, or Grunt.
- Helped direct key infrastructure changes to scale up to over 100,000 concurrent devices.
- Developed server-side pagination for tables displaying data for over 50,000 devices, reducing browser load significantly and eliminating out-of-memory browser errors.
- Co-developed key React components for engineering analytics, including Google Maps integrations, data graphs, and Redux tables with support for sort and search.
- Co-helmed a team to develop a new web portal for a defense contractor using React, Redux, and Webpack, with a focus on accessibility and proper coding guidelines.
- Lead an education session aimed toward developers new to React and Redux with code samples, live coding sessions, and 1-on-1 help.
- Deployed the full suite of services for local development, working with various services in the AWS suite, including Lambdas, Elastic Container Service, and Cloudwatch.

Kronos, Inc. Software Engineer Intern, Summer 2016

Java [Apache Log4j] // XHTML // CSS

Worked as a part of the team behind Kronos' Workforce Ready suite, developing primarily for the web portal and accompanying middleware using Java and Apache Log4j.

- Added descriptive logging to the middleware for inhouse debugging using Apache Log4j.
- Developed a new, highly requested feature to allow parallel printing to a set of multiple printers, allowing companies to print employee documents such as payrolls extremely efficiently.

PERSONAL

Kadapon

C++14 [Boost, OpenSSL, entityx, fmt], CMake, ZenHub

Kadapon is a board game / action-RPG hybrid personal project that's targeted for the web, drawing heavily from *Path of Exile* and traditional tabletop board games.

- Integrated a basic entity component system for smoother game state management.
- Created a robust attribute and modifier system using composition and templating to aid in various game functions, particularly where items and characters are involved.
- Directed project management among a group of friends, using ZenHub to prioritize and delegate tasks directly on GitHub.

EDUCATION

Rensselaer Polytechnic Institute B.S. in Computer Science, 2014-2017