

# KEVIN ZHANG

**web** <http://kevinzha.ng>  
**email** [hello \[at\] kevinzha.ng](mailto:hello[at]kevinzha.ng)

**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 time-bounded Elasticsearch queries.
- Developed and deployed an environment sensor monitoring application for managers to use in tandem with coastal ESCs - 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 Citizens Broadband Radio Service 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 environment tests, which included working with AWS boto3lib, KMS, Lambda, S3, API Gateway, Elasticsearch 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

### Kadoapon

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

Kadoapon 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