

Edward Zhong

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Education

University of California, Santa Barbara

Santa Barbara, CA

BS in Computer Science, 3.30 Major GPA

Graduated Dec 2022

- **Relevant Coursework:** Machine Learning, Artificial Intelligence, Cryptography, Computer Architecture, Computer Communication Networks, Data Science, Database Design, Programming Languages, Object-Oriented Programming, Data Structures and Algorithms

Skills

Languages	Python, Java, C/C++, C#, JavaScript, Typescript, SQL
Frameworks	PyTorch, NumPy, Tensorflow, Matplotlib, Pandas, React, Angular, Node.js, ASP.NET, Spring Boot
Technologies	Linux/Unix, Visual Studio, Git, Jira, Azure, MySQL, Oracle, Agile Methodologies, RESTful APIs, Docker, Kubernetes, Jenkins, Travis CI

Work Experience

Bill.com

Palo Alto, CA

Engineering Intern

Jul 2019 - Sep 2019

- Joined the Risk and Compliance team of a leading financial technology company that handles billions in business transactions and payments.
- Led a team to deploy and adopt Google Authenticator for Multi-Factor Authentication, overseeing full-stack design, implementation, and integration, and enhancing security and protection for over 100,000 users.
- Integrated Whitepages, an online directory service, to identify and thwart potential fraud incidents using its phone number analysis.
- Developed backend systems using Java and leveraged Oracle SQL and MySQL databases, and version control with Perforce. Implemented frontend components in Typescript using Angular with Node. Employed Jenkins for seamless continuous integration.

Stanford University

Stanford, CA

Engineering Intern

Jun 2018 - Sep 2018

- Collaborated with researchers to optimize services for gene sequencing, gene expression analysis, and genotyping studies as part of groundbreaking research initiatives at the Stanford Functional Genomics Facility Lab.
- Worked closely with researchers to engineer essential hardware, notably including a humidity-regulated incubator.
- Leveraged Arduino boards and circuitry, employing C++ to develop software solutions.

Projects

Draw Letters

Python, Javascript

<https://ezhong0.github.io/drawletters/>

Nov 2022 - Jan 2023

- Engineered a web-based application empowering users to draw letters and obtain machine learning-based predictions of the written content.
- Devised and executed a convolutional neural network utilizing Python and Tensorflow, meticulously selecting layers to optimize accuracy and model efficiency, culminating in a high-performing solution with exceptional precision.
- Constructed an interactive drawing canvas using Fabric.js, enabling real-time processing of user drawings and precise results generated by the machine learning model.

Arial BugTracker

C#, .NET

<https://github.com/ezhong0/bugtracker>

Jan 2022 - Feb 2022

- Built a robust and intuitive cloud-based web application hosted on Microsoft Azure that effectively tracks and monitors software development progress through a comprehensive ticketing system, enabling users to manage complex projects with ease and efficiency.
- Crafted the application using C# programming language within a .NET framework, and implemented Model-View-Controller (MVC) design principles with ASP.NET Razor syntax for intuitive and user-friendly functionality.
- Implemented Entity Framework Core for CRUD functionality, designed and maintained a MySQL relational database, and developed the frontend using HTML/CSS/JS with Bootstrap, seamlessly integrating it with the backend via REST API.

Song Choosing App

Java, React, Node

<https://github.com/cs48-next>

Jan 2019 - May 2019

- Created a web application in Java and JavaScript, allowing event attendees to vote for the next song to be played.
- Produced the frontend using React and Node, integrating with the Napster API to query, render, and play tracks.
- Designed the backend using Spring Boot, containerizing and deploying services with Docker and Kubernetes.
- Employed Travis CI for continuous integration in the build, testing, and deployment processes.