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 in the successful deployment and adoption of Google Authenticator for Multi-Factor Authentication, managing its full-stack design, implementation, and integration, providing enhanced security and protection for over 100,000 users.
- Incorporated Whitepages, an online directory service, in order to leverage its phone number analysis to identify and prevent potential fraud incidents.
- Primarily used Java for the backend. Worked with both Oracle SQL and mySQL for databases, and Perforce for version control. Frontend work was done in Typescript utilizing Angular with Node. Worked with Jenkins for continuous integration.

Stanford University *Stanford, CA*

Engineering Intern *Jun 2018 - Sep 2018*

- Contributed to the groundbreaking research initiatives at the Stanford Functional Genomics Facility Lab in its efforts towards providing services such as gene sequencing, gene expression analysis, and genotyping studies.
- Collaborated with researchers to engineer essential hardware, including a humidity-regulated incubator.
- Utilized Arduino boards and circuitry along with software developed using C++.

Projects

Draw Letters *Python, Javascript*

https://ezhong0.github.io/drawletters/ *Nov 2022 - Jan 2023*

- Developed a web-based application that enables users to draw letters and receive predictions of the written content through machine learning.
- Designed and implemented a convolutional neural network using Python and Tensorflow, with strategically selected layers to balance accuracy and model efficiency, resulting in a high-performing solution that effectively provided exceptional precision.
- Created an interactive drawing canvas using Fabric.js. The user's drawings were processed and then fed into the machine learning model to produce accurate results, which were elegantly displayed in real-time to the user.

Arial BugTracker *C#, .NET*

https://github.com/ezhong0/bugtracker *Jan 2022 - Feb 2022*

- Developed a robust and intuitive cloud-based web application hosted on Microsoft Azure that effectively tracks and monitors the progress of software development through a comprehensive ticketing system, enabling users to manage complex projects with ease and efficiency.
- Crafted using C# programming language within a .NET framework, utilizing ASP.NET Razor syntax to implement Model-View-Controller (MVC) design principles, ensuring that the application was intuitive and user-friendly while offering enhanced functionality and flexibility.
- Employs Entity Framework Core for CRUD functionality and to design and maintain a MySQL relational database
- Developed frontend using HTML/CSS/JS with Bootstrap, integrating with backend via REST API.

Song Choosing App *Java, React, Node*

https://github.com/cs48-next *Jan 2019 - May 2019*

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