Felicia Zhang

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EDUCATION

Northeastern University, Boston, MA   Expected May 2021
   Bachelor of Science in Computer Engineering and Computer Science   GPA: 3.91
   University Honors Program Scholar, National Merit Scholarship, Dean's List
   Coursework: Object-Oriented Design, Algorithms and Data, Computer Systems,
             Fundamentals of Networks, Fundamentals of Digital Design, Circuits and Signals
   Activities: NU Women in Technology, Society of Women Engineers

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SKILLS

Technical Languages: Java, C++, JavaScript, C#
Tools: Git, React, ASP.NET Web API, AngularJS, Docker, Arduino, Jekyll, Gatsby
World Languages: Fluent in Mandarin (spoken), Proficient in German (written and spoken)

WORK EXPERIENCE

Google   Jun. 2018 – Present
Engineering Practicum Intern – Mountain View, CA
- Contribute tools for creating virtual reality applications to the Lullaby C++ library

Carbonite   Jan. 2018 – Jun. 2018
Software Developer Co-op, SaaS – Boston, MA
- Developed and tested features for multiple consumer-facing web portals using React, AngularJS and Docker
- Utilized ASP.NET Web API to implement the backend Rest APIs used by the portals

Northeastern University College of Computer and Information Science   Sep. 2017 – Dec. 2017
Course Assistant for Fundamentals of Computer Science II – Boston, MA
- Tutored 40+ students in implementing effective program design with Java in weekly office hours and labs
- Provided feedback on and grade programming problem sets

LEADERSHIP AND CAMPUS INVOLVEMENT

NU Women in Technology (NUWIT)   Sep. 2016 – Present
President, (Summer 2018 – Present), Web Chair (Summer 2017- Spring 2018)
- Connect with local companies to organize speakers and panels promoting and encouraging the advancement of women in tech fields
- Update and maintain the NUWIT website with upcoming club events and blog posts using Jekyll and Git

Hack Beanpot   May 2018 – Present
Web Team
- Design and develop a website marketed towards sponsors and attendees with React and Gatsby
- Organize and make decisions with a team of students to host an annual city wide hackathon of 180+ attendees

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PROJECTS

Math It   Spring 2017
Cornerstone of Engineering 2
- Programmed a handheld game to help elementary age children learn math facts using Arduino
- Soldered the internal circuit and button inputs and laser cut the external device casing

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INTERESTS

Studio arts, foreign language and culture, baking, education