Howard Zhong

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Experience

Research Software Engineer

Oct 2024 - Present

Center for High Throughput Computing - Morgridge Institute for Research

Madison, WI

- Build the core features of Pelican (a.k.a. Open Science Data Federation, OSDF), a worldwide distributed computing infrastructure supporting high-throughput data transfer up to PB-scale
- Golang development items: Issuer public/privite keys rotation; Server downtime persistence; APIs
- PR reviews: Kubernetes operator, NextJS web UI; Support high-profile customers like FermiLab, LIGO

Fullstack Development Intern

Sep 2023 - Dec 2023

Norfolk Southern Corporation (Fortune 500)

Atlanta, GA

- Developed an industry-leading customer facing portal: Implemented new and refactored existing Spring Boot RESTful APIs, carried out frontend development with **JavaScript** in Agile workflow
- Built an ETL pipeline in Java to migrate 800+ customer reports to new database and backend service
- Worked with tech lead to finalize the new database schema design, optimize the SQL scripts, write technical docs, and debrief stakeholders in the Sprint Review
- Utilized Jenkins, Kubernetes, Argo CI/CD pipelines for automated build and deployment

Backend Developer, Student Lead

Aug 2023 – May 2024

Madison, WI (Hybrid)

- UW School of Medicine and Public Health
 - Led a team to build, integrate and test a lab recruitment platform, which was selected to NSF Regional I-Corps
 - Orchestrated a micro-service structure to synthesize the Golang backend, Python algorithms, and file storage respectively with Azure Container App, Serverless Function, Blob storage and PostgreSQL database
 - Parallelled requests through **Go routines** & channels, optimizing query performance by 57%
 - Applied DevOps integrations with Microsoft Azure, Docker, Github Actions to perform CI/CD

Software Engineer Intern

June 2023 – Aug 2023

Sunnyvale, CA

- Refactored Java Spring Boot codebase of e-commerce order and promotion services according to MVC & **Domain-Driven Design** principles, to optimize the performance of high-throughput system
- Revised the optimistic-lock in MySQL, avoiding stock inconsistency risks arising from concurrent orders
- Deployed **Redis** for high throughput scenarios like Flash Sales, improving performance from 500 to 50,000 QPS
- Designed peak-load shifting for order service by asynchronously creating orders using RocketMQ

Tutor | CS300: Programming II

Jan 2022 - May 2022

Madison, WI

 $UW ext{-}Madison$

Liba LLC

Projects

Distributed Crowdfunding Platform | Fullstack

Mar 2023 - May 2023

- Developed an account-based distributed system, leveraging Python Flask for inter-node communication
- Utilized deterministic block hashing and transaction history to ensure distributed system integrity and security
- Established connection between self-hosting distributed system with Ethereum network and Metamask wallet
- Built a Next.js frontend with Redux, NextAuth and Web3.js, Ethers.js for fundraiser and contributor to use

TECHNICAL SKILLS

Languages: Java, Python, Go, JavaScript, Typescript, SQL, Bash

Frameworks: Spring Boot, Redis, RocketMQ, Kubernetes, PyTorch, Spark, Gin, ORMs, React, Next.js, Redux Developer Tools: Git, Jmeter, Maven, Postman, Azure, AWS, Jenkins, Docker, Jira, Figma, MongoDB, ServiceNow

EDUCATION

University of Wisconsin-Madison

Master of Science - Computer Science, GPA: 3.92

May 2024

Civil Aviation University

Bachelor of Engineering (Honors) - Transportation, GPA: 3.51

June 2021