Hannah Zhang

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EDUCATION

Rice University   Aug. 2022 – May 2026

Bachelor of Science in Computer Science, Minor in Business   *GPA: 3.79/4.0; Houston, TX*

- Coursework: Data Structures & Algorithms, Software Design, Concurrency, Artificial Intelligence, Computer Security, Distributed Systems, Data Science Models, Compilers, Linear Algebra, Probability & Statistics

EXPERIENCE

Software Engineering Intern   May 2024 – Present

Pinterest   *San Francisco, CA*

Ad Formats Team | Monetization Org | 2025
- Architected a **modular creative overlay system**, enabling advertisers to layer custom images on ad pins.
- Integrated local inventory signals into **ad metadata**, increasing **high-quality clicks** from in-market pinners.
- Refactored legacy Objective-C UI into **SwiftUI** modules, improving iOS consistency and reducing maintenance.

Visual Search Team | Core Org | 2024
- **Launched** iPadOS expansion of "Shop the Look" carousel, boosting engagement through increased **conversions**.
- Built **infinite-scroll landing page** with category filters, merging shopping and organic for seamless discovery.

Technical Product Management Intern   Jun. 2023 – Sept. 2023

Emerson Collective   *Palo Alto, CA*

- Engineered an **Airtable, Okta, Salesforce** integration, reducing 30-min workflows to under 1 min for 300+ staff.
- Directed two **end-to-end product improvement cycles** for the Internal Directory and Event Calendar, drafting PRDs, orchestrating cross-functional teams, and refining UX through stakeholder interviews.

LEADERSHIP

Project Management Lead; Software Lead | *RiceApps*   Sept. 2022 - May 2025
- **2025**: Partnered with UTHealth Houston to develop a mobile exercise app in **React Native**, enabling personalized remote care and clinical tracking for patients with inflammatory myopathies.
- **2024**: Launched a React.js donor dashboard for United Way Houston, enhancing insights for 27K+ stakeholders.
- Led **Agile meetings**, scoped features, and coordinated delivery across design, engineering, and nonprofit clients.

Teaching Assistant | *Rice University CS Department*   Aug. 2024 - Dec. 2024
- Mentored 15+ students on Java and **SOLID design principles** during weekly office hours, resolving bugs and deepening conceptual understanding.
- Evaluated 100+ assignments with in-line code reviews, ensuring technical rigor and code clarity.

PROJECTS

Game Engine & Editor | *C#, React, TypeScript, CosmosDB, ASP.NET, SignalR, Azure*   Jan. 2025 - May 2025
- Developed **CosmosDB database schema** and **React-based frontend** for a text-based game engine and no-code editor for SLB, enabling creation of interactive employee training modules.
- Deployed to Azure Web Apps using a **CI/CD pipeline** with blue-green deployment.

Concurrent NoSQL Database | *Go, RestAPIs/HTTP, WebSockets, NoSQL, Postman*   Aug. 2024 – Oct. 2024
- Built a thread-safe NoSQL database in Go, accessible via a REST API, utilizing skip lists, server-sent events (SSE), goroutines, and channels for efficient data handling and real-time updates.

Real-Time Messaging Client | *TypeScript, Web APIs, JSON (AJV), HTML/CSS*   Oct. 2024 – Dec. 2024
- Developed a Slack-style TypeScript web app with login/auth, markdown support, **live post updates** via SSE, JSON schema validation, and near perfect (or ∼**100**) Google Lighthouse accessibility score.

TECHNICAL SKILLS

Languages: Python, Java, Go, Objective-C, Swift, TypeScript, JavaScript, C/C++, SQL, HTML, CSS
Frameworks: React.js, Next.js, SwiftUI, React Native, Node.js, Bootstrap, Tailwind, SignalR
Developer Tools: Git, VS Code, Xcode, IntelliJ IDEA, Postman, Azure DevOps, Heroku, MongoDB, CosmosDB
Architecture: Object Oriented Programming, Concurrent Program Design, Client-server, MVC, NoSQL Databases
Methodologies: Agile Scrum, CI/CD, A/B testing, Experiment Frameworks, Test-Driven Development