Harrison Zhu

Atlanta, GA

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Education

Georgia Institute of Technology *August 2019 - May 2023*

Candidate: B.S. in Computer Science *Atlanta, GA*

- Relevant Coursework: Data Structures and Algorithms, Machine Learning, Intro to AI, Objects and Design, Object-Oriented Programming
- **GPA: 4.0**; Faculty Honors for 5 semesters.

Skills

Programming Languages	Java (proficient), Python (prof.), JavaScript (intermediate), CSS (int.), HTML (int.), C# (int.), MySQL (int.), Kusto (int.)
Technologies	Git (intermediate), LaTeX (int.), fastai/PyTorch (int.), Jupyter Notebooks (int.), React (basic), Azure (basic)

Experience

Microsoft *May - August 2021*

Software Engineering Intern *Atlanta, GA*

- Implemented networking metrics for the upcoming release of Nutanix on Azure Dedicated Hosts.
- Designed and implemented a system to track and log relevant information during cloud resource allocation using Azure Service Bus, Azure Functions, and Kusto Databases.
- Aggregated and coordinated data sources from multiple teams across Azure Dedicated into a unified, hierarchical metrics UI.
- Established time-saving tooling for on-call engineers to efficiently diagnose cloud resource, physical compute components, and physical networking components issues.

Ultimate Software *May - August 2020*

Software Engineering Intern *Atlanta, GA*

- Internship offer accepted, but canceled due to the COVID-19 pandemic.

Georgia Institute of Technology *May 2020 - Present*

Undergraduate Teaching Assistant: CS 1332 (Data Structures and Algorithms) *Atlanta, GA*

- Collaborated with a large team of 29 teaching assistants and 2 professors to ensure success, grade assignments, and create teaching guides for the instruction of 600 students.
- Coordinated bi-weekly office hours and answered questions concerning course content, projects, and exams.
- Managed weekly recitation sessions and lectures and answered student questions.

Projects

Data Structures and Algorithms Visualization Tool *September 2020*

- Fixed algorithm definitions in the open-source CS 1332 visualization tool used by 600+ students to visualize data structures and algorithms.
- Implemented fundamental visualization using JavaScript, React, and the University of San Francisco animation API.
- Improved a codebase that is known to be especially effective in enabling students to study concepts and assisting teaching assistants and professors to teach concepts.

Squiggle *October 2020*

- Implemented a front-end interface for a restaurant load-balancing web application during HackGT7.
- Employed React, `create-react-app`, Typescript, TSX, and SCSS to create and style reusable React components for use in constructing the interface.

String Instrument Image Classification *July 2020*

- Designed an image recognition machine learning model that distinguishes between instrument images (of violins and cellos) using the fastai library on top of PyTorch.
- Adapted, tuned, and exported the ResNet-34 convolutional neural network for use in transfer learning between the ImageNet dataset and the custom instrument dataset.
- Deployed the model as a web app using Render and by adapting existing HTML, CSS, and JavaScript code.

Honors & Awards

2020 **CS2340 Top Scorer**, Scored the highest out of 104 students in **CS2340** (Objects and Design)

2019 **Finalist**, National Merit Scholar - Southern Company Scholarship