

MENGYU(JACK) ZHANG

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EDUCATION

2019 – 2022 **University of Southern California** **B.S. - Computer Science**
GPA: 3.75/4.0
Discrete Math, Advanced Data Structures & Algorithms, Probability, Artificial Intelligence, Software Development

Summer 2019 **University of California, Berkeley** **N/A (Summer)**
GPA: 3.67/4.0
Operating Systems & Networking, Machine Learning, Linear Algebra

2018 – 2019 **University of California, Merced** **B.S. - Computer Science and Engineering**
GPA: 3.75/4.0
Data Structures & Algorithms, Calculus, Computer Architecture, Computer Organization

EXPERIENCES

Software Dev. Intern **Royal Bank of Canada, Amplify** **Summer 2021**
As a full-stack developer, worked on a team of 4 and developed an end-to-end automation solution for the monitoring eco-system at RBC as part of the infrastructure-as-code initiative. Backend built with Flask and deployed on Kubernetes.
Python / Kubernetes / JavaScript / Jsonnet / DevOps

Student Researcher **Children's Hospital Los Angeles, Levitt Lab under Dr. Pat Levitt** **Since Jan 2021**
Machine Learning research with a focus on EEG data and signal processing. Primary goal: build an ML pipeline eliminates/corrects unwanted noise from EEG data (artifact correction) with an emphasis on samples collected from new borns/babies
Machine Learning / Signal Processing / EEG / Python / MatLab

Teaching Assistant **University of Southern California, CS@SC** **Jun 2020 - May 2021**
Taught introductory and intermediate level Python, Java, and Web development to students of different levels from middle/high school. Created unit tests for student assignments, and wrote quizzes and review questions for the students.
Python / Java / JavaScript

PROJECTS

Personal Project **"KnockKnock"** **Since Oct 2018**
Android & Full Stack
Purpose: solve the problems I had with video calling people in noisy or inconvenient situations. Built a WebRTC based video conferencing app with features like real-time captioning, language identification, noise-canceling, and manual camera controls. Utilized Machine Learning for multiple audio/image processing steps.
Java / Kotlin / Android / WebRTC / Python / Firebase / PHP / C++

Personal Project **FileTunnel** **Mar 2019 (Hackathon)**
Full Stack
Purpose: satisfy the need to transfer files across devices on different platforms "serverless"-ly. Built a peer-to-peer file transferring website based on WebRTC. Utilized Node.js's Socket.IO framework for server-side signaling. Supports transfer speed display, file caching and queuing.
JavaScript / Node.js / WebRTC / Socket.IO / Google Cloud Platform

Project Lead **GreatFinds** **Sep 2020 to Nov 2020**
Full Stack
Software Development class final project, a platform that allows users to share all kinds of media content. Utilized the Java EE stack to develop server-client platform. Built the project structure with core components like JPA (database) and JSF. Coordinated efforts among all group members.
Java EE / JSF / JPA / MySQL / JavaScript

For more on projects, visit jackzhang.me/projects

SKILLS (IN APPROXIMATE PROFICIENCY ORDER, MOST TO LEAST)

Languages: Java, Python, C/C++, Kotlin, JavaScript, PHP, Bash, MySQL.

Frameworks/Tools: Android, TensorFlow, Node.js, React, Java EE, Flutter, GCP, Git, WebRTC, CI.

ACTIVITIES/HOBBIES

Machine Learning
ACM
Hackathons (e.g. HackMerced)
Answering on Stack Overflow :)
Coding Challenges/Competitions
CTFs (e.g. picoCTF: 400/16000)

MORE

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