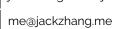


Los Angeles, CA

jackzhang.me or jackz314.me



github.com/jackz314 linkedin.com/in/jackz314 stackoverflow.com/u/8170714

EDUCATION

2019 - 2022 University of Southern California

B.S. - Computer Science

GPA: 3.75/4.0

Machine Learning, Artificial Intelligence, Software Development, Discrete Math, Advanced Data Structures & Algorithms, Probability Theory, Computer and Network Security

Summer 2019 University of California, Berkeley

N/A (Summer)

GPA: 3.67/4.0

Intro to Machine Learning, 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: analyze and eliminate unwanted noise from EEG data, build an ML pipeline that eliminates/corrects unwanted noise from EEG data (artifact correction) with an emphasis on infant data.

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 Android & Full Stack

"KnocKnock"

Since Oct 2018

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 multi-

ple audio/image processing steps.

Java / Kotlin / Android / WebRTC / Python / Firebase / PHP / C++

Personal Project Full Stack

FileTunnel

Mar 2019 (Hackathon)

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

Full Stack

GreatFinds

Sep 2020 to Nov 2020

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 my projects, visit jackzhang.me/projects

SKILLS (IN APPROXIMATE PROFIENCY ORDER, MOST TO LEAST)

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

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

ACTIVITIES/HOBBIES

MORE

Machine Learning **ACM** Hackathons (e.g. HackMerced) Answering on Stack Overflow:) Coding Challenges/Competitions

CTFs (e.g. picoCTF: 400/16000)

View the up-to-date version of this resume or learn more about me at jackzhang.me/resume

