MENGYU (JACK) ZHANG

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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: 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 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 multiple 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

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

MORE

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