JEFFREY W. ZHU

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EDUCATION

The University of Texas at Austin B.S. Computer Science — Expected May 2020
Overall GPA: 3.88 / 4.00
Relevant Coursework Data Structures – Algorithms – Cloud Computing
Computer Networking – Software Engineering

EXPERIENCE

Bazaarvoice, Inc. – *Software Engineering Intern;* Austin, TX — May 2019 – August 2019

- Collaborated with 7 senior engineers to migrate a legacy endpoint that serves Inappropriate Feedback data from an old, monolithic stack to a new, modular stack.
- Enabled 2000+ client keys to be flipped, reducing AWS costs and increasing API and developer efficiency.
- Wrote Java and Elasticsearch code to reformat and deliver data from the master MySQL database to the client on an API designed to handle 5000+ requests/sec at origin.
- Coordinated efforts between DevOps, QA, and Elasticsearch teams to push code to staging and production.

PROJECTS

ConnectPetsTo.Me (Python, SQL) — Summer 2018

- Collaborated with a team of 6 to build a website for pet adoption from shelters.
- Created and designed 3 MySQL database schemas to store 7000+ pets, shelters, and other metadata.
- Created an Elasticsearch database for quick full-text search and wrote a script to routinely ETL in new data.
- Designed and created a REST API to serve requests and pull new pet data from other public APIs.

Character Recognition on the Cloud (Tensorflow, Kubernetes) — Spring 2019

- Designed and implemented a 5-layer residual neural network to recognize handwritten characters.
- Ported all functionality to a Kubernetes cluster on GCP for cloud-based training using Kubeflow.
- Created a Jenkins job to automatically deploy, train, and serve the model to a website.

Image Seam Carver (C++) — Spring 2018

- Created an application that performs content-aware resizing on images.
- Utilized gradient maps and convolutional filters to preserve areas of high contrast.
- Implemented various optimizations to reduce runtime to <1s on 1MP images on CPU.

3D Connect Four and AI (Java) — Fall 2018

- Created a graphical 3D version of Connect Four with built-in Java libraries.
- Created an AI player that uses minimax and alpha-beta pruning to choose the next best move.
- Reached an efficiency of 10 moves/sec with 60,000+ evaluations per move.

SKILLS

Languages:

- Proficient in Python, Java
- Experience with C++, C, SQL, JavaScript, HTML&CSS

Tools/Frameworks:

- Proficient in Unix, Git, Flask, Jenkins, AWS EC2, Kubernetes
- Experience with PyTorch, MySQL, Docker, AWS S3, Elasticsearch, Dropwizard, Kubeflow

Interests: Guitar/Bass, Computer Hardware, Astronomy, Puzzles