

Justin Zhang

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justinzhang589.github.io

Education **Brown University**

May 2020

- B.S. in Computer Science
- Major GPA: 4.0; Cumulative GPA: 3.9
- Relevant Coursework: Systems Engineering, Operating Systems, Software Engineering, Machine Learning, Artificial Intelligence, Theory of Computation, Algorithms, Programming Languages

Experience **Pinterest** — *Software Engineering Intern (Growth Activation)*

Summer 2019

- Fully utilized growth workflows as full stack engineer, using React, Python and SQL.
- Implemented categorized and dynamic topic picker, removed browser extension step from new user sign-up - increasing retention and engagement
- Created new workflow for home-feed engagement statistics with S3 and Hive, used these metrics to develop improved topic recommendation algorithm for new users

Leidos — *Software Engineering Intern*

Summer 2018

- Built NetLogo model with a “survival of the fittest” machine learning algorithm
- Visualized network of scientists on a graph with NetworkX; clustered and classified scientists by similarity with scikit-learn

Brown Computer Science — *Teaching Assistant*

August 2017- Present

- Held weekly office hours, graded assignments, and mentored individual students.
- Managed UNIX directories, wrote grading scripts, wrote and edited assignments
- Courses: CS19 Accelerated Intro, CS4 Scientific Computing (Head TA), CS1010 Theory of Computation, CS1420 Machine Learning, CS1570 Algorithms

Brown Sports Analytics Club — *Webmaster*

August 2017 - May 2018

- Scrapped data from baseball/basketball reference sites with Python and BeautifulSoup; used RStudio to conduct statistical analysis and visualize results
- Constructed interactive user interface for NBA Clutch-ness with JavaScript/HTML/CSS; used PHP to dynamically display metrics

Projects **WEENIX Operating System**

- End-to-end features include processes, threads, scheduler, drivers (tty, block/byte devices, etc.), virtual file system, real file system (S5FS), and virtual memory, and finally the amazing fork()
- Support code provided by class

Thirteen Card Game

13-cards.com

- Web-based version of Thirteen, a Vietnamese card game; backend game logic programmed with Java/Spark, front end designed with JavaScript/HTML/CSS
- Complete with tutorial, single player, online match-making, custom lobbies, custom profiles, chat-rooms, and Google sign-up

Basketball Manager Game

bball-manager.herokuapp.com

- Created web game simulating a college basketball team's season
- Designed user interface with React, implemented server side with Node.js and Express, and created login features with PostgreSQL

Skills

- Languages: Python, Java, Javascript, SQL, C, HTML/CSS
- Tools & Frameworks: Git, React, Redux, AWS, Hadoop, Docker, Hive, Node.js, Spark, D3.js
- Interests: Basketball, Cooking, Reading, Video Games, East Asian Culture