**JUSTIN ZHANG**

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**EDUCATION**

**Brown University** Providence, RI; *Sept. 2016 - anticipated May 2020*

* Anticipated Concentration: Computer Science, Sc.B; cumulative GPA: 3.8, major GPA: 4.0
* *Coursework*: Systems, Software Engineering, Machine Learning, Theory of Computation, Linear Algebra
* *Currently Taking*: Algorithms, AI

**North Carolina School of Science and Mathematics** Durham, NC; *August. 2014 - June 2016*

* ACT: 36, SAT: 2350
* Coursework: Differential Equations, Multivariate Calculus, AP Physics C

**WORK EXPERIENCE**

**Brown University CS Department,**  *CS4 HTA; CS19/CS1010 UTA*Providence, RI; *Aug. 2017 - Present*

* Interviewed and selected teaching staff; organized and kept track of each TA’s role; led a TA camp for course development.
* Managed course’s UNIX directory and grading system; created/edited various bash grading scripts.
* Ran weekly hours/labs; graded assignments weekly. Played pivotal role in course development by creating/modifying test suites, lab handouts, and assignments.
* Created Python script to parse autograded student assignments; created Google Script to generate grade reports from Google Sheets.

**Leidos,** *Software Engineering Intern* Arlington, VA; *Summer 2018*

* Created NetLogo model that used “survival of the fittest” machine learning algorithm to track optimal movements for refugees towards a safe haven.
* Used NetworkX to visualize network of scientists as a graph; Used scikit-learn to cluster scientists by similarity; Implemented Dijkstra’s algorithm to allow for shortest path search.
* Created animation of D3P (DOMEX Data Discovery Platform) Project using D3.js

**WBRU Radio Station,** *Web Development Team* Providence, RI; *January 2018 - Present*

* Designed the header and footer of new website; used WordPress and PHP to implement search bar functionality; added media widgets and link to online radio player
* Used Trellis and Roots.io for local development

**North Carolina A&T University,** *Student Researcher* Greensboro, NC; *Summer 2017*

* Created client/server application with Node.js/Angular, capable of using biometric verification (picture of user’s face) for login.
* Worked on Java program that used local binary patterns to compare facial images and determine similarity

**PROJECTS**

**Basketball Manager Game**  *Summer 2018*

* Used React to build user interface; implemented server side functionality with Node.js / Express; used PHP and PostgreSQL to handle basic login features and save game state.
* Link: bball-manager.herokuapp.com

**Thirteen card game**  *May 2018*

* Created Thirteen, a Vietnamese card game; backend done in Java/Spark, front end done with JavaScript/HTML/CSS. Complete with tutorial, single player, random online match-making, custom lobbies, custom profiles, and chat-rooms.
* Link: 13-cards.com

**NBA Clutchness Web Application** *December 2017*

* Used Python to scrap player statistics in end-of-game situations from basketball reference sites and uploaded data to SQL Database
* Created interactive user interface with Bootstrap/Javascript, used PHP to take user input, query relevant stats from database, and dynamically display metrics­

**SKILLS**

**Technical:** Python, Java, Javascript/HTML/CSS, React, Node.js, Unity, Photoshop,