

# Ji Zhang

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## EDUCATION

<b>Boston Unviersity</b>
Bachelor of Arts: Computer Science (Major)/ Visual Arts (Minor). Kilachand Honors College

## TECHNICAL STRENGTHS

<b>Programming Language:</b>	Java, Python, C++, OCaml, Javascript, React, HTML
<b>UI/UX Platform:</b>	Figma, Invision, Miro
<b>Software:</b>	Android Studio, Jupyter Notebook, LaTeX, MS Office, Tableau
<b>Tools:</b>	InDesign, Illustrator, Photoshop, Procreate
<b>Languages:</b>	Mandarin, English, Korean

## PROJECTS

<b>Android Mobile Application (Find My Music)</b>
The app allow users to take photos of front covers of music albums and then the app passes relevant data to Spotify to see if there are songs on Spotify for the user to sample. The app can display search/listen history and recommend songs based on user history. I worked on UI/UX design and integrated APIs into the app.
<b>Web Application (Le Calendrie)</b>
The project aims to create a web scheduling application that can workout conflicts with groups, determining common meeting time, and send reminders as necessary about meetings. My role in this project is UI/UX designer and frontend developer.
<b>Web Application (PikaCourse)</b>
The Web Application provides an integrated networking platform for students to meet/connect/interact with students in the same classes or shared similar schedules/tracks, to share & discover information about classes, and to manage their schedules/todo. My role in this project is UI/UX designer and frontend developer.
<b>Big Data Processing in Python (Baystate Banner Voting Pattern)</b>
The project's goal is to help Baystate Banner and DOT NEWS to find Boston Voting Pattern on ward-precinct level. The project involves data analyzing, graphing and visualization.
<b>Big Data Processing in Python (Kaggle Competition)</b>
The project's goal is to predict the star rating associated with user reviews from Amazon Movie Reviews using the available features. The project uses Natural Language Processing and Machine learning modeling
<b>Build an Interpreter in OCaml</b>
The project aims to understand and build an interpreter for a small, OCaml-like, stack-based bytecode language. The interpreter is implemented in OCaml

## WORK EXPERIENCE

<b>Grader for CS501</b>	<i>2021 Fall Semester in Boston University</i>
Grade homework and tests for CS501 Mobile App Development class	
<b>Grader for CS506</b>	<i>2021 Fall Semester in Boston University</i>
Help professors organize and grade homework and tests for CS506 Computational Tools for Data Science class	
<b>Course Assistant for CS237</b>	<i>2021 Fall Semester in Boston University</i>
Help professor hold discussion sections for CS237 Probability class	
<b>Neuroscience Research Assistant</b>	<i>Summer 2020 in Boston University</i>
Help analyze lab mouse brian activity image using CaImAn and Jupyter Notebook.	
<b>Grader for CS237</b>	<i>2020 Spring Semester in Boston University</i>
Grade homework and tests for CS501 Mobile App Development class	
<b>Teaching Assistant Internship</b>	<i>Summer 2019 in Shenzhen, China</i>
Taught 3-year-old to 8-year-old children how to use Scratch and Arduino modules	

## ADDITIONAL WORK EXPERIENCE

<b>Einstein Bagel Store Worker</b>	<i>2020 - 2021 in Boston University</i>
<b>Dining Service</b>	<i>2019 in Boston University</i>