

Lilian Zhao

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EXPERIENCE

Engineering Team Officer

Purdue Hackers

Sep 2022 - Present

- Pioneered development of club website using React and NextJS, took ownership of creative direction to establish clear branding.
- Build and maintain open-source infrastructure centered around creative coding that reaches a community of 1800+ members.

Fullstack Software Engineering Intern

U.S. General Services Administration

June 2023 - Aug 2023

- Designed an automation framework for the official USA.gov site, implementing ~84 unique test cases across 45 pages.
- Prototyped a robust frontend test suite projected to reduce testing resources by ~50% by streamlining site production and eliminating need for manual testing.

Undergraduate Data Science Researcher

Data Mine

Aug 2022 - May 2023

- Developed data analytic tools in collaboration with Sandia National Laboratories to apply experimental war game data to nuclear deterrence and conflict scenarios.
- Led GUI subteam in building user-friendly interface to organize analytic results visually using Python, Tkinter, and Seaborn.

Tech Lead

ML Hacks

Jan - June 2022

- Built hackathon website from scratch and oversaw outreach strategies, expanding projected attendee base to 100+ signups.
- Organized and taught an interactive coding workshop on machine learning in web development using ml5.js.

Web Development Intern

Hireglyph

June - Aug 2021

- Successfully helped launch a full-stack web product to 1500 users under a tight, 2 month deadline.
- Drove user traffic by improving user experience for community navigation and progress statistics interface.

EDUCATION

Purdue University - West Lafayette, IN

B.S. Computer Science

GPA: 3.93/4.0

Expected graduation: May 2026

Relevant Coursework: Object Oriented Programming, Algorithms & Data Structures, C Programming, Linear Algebra, Discrete Math, Multivariable Calculus

SKILLS

Java, Python, C, C++, JavaScript (React/Next/Node), TypeScript, Git, HTML/CSS, UI/UX, PHP, SQL, R

PROJECTS

Atrophy - Virtual Reality Web App

Sep-Oct 2023

- Programmed an interactive VR environment simulating the decay of the self using Javascript and Aframe.
- Engineered core mechanics with complex feedback loops and event-triggered interactions.

PharmACE - Full-Stack Java App

Nov-Dec 2022

- Built a multi-threaded network to allow for concurrent Client-Server communication from multiple sessions.
- Programmed backend functions for handling server-side requests involving the manipulation of user data.

LineScope - React Web App

April 2021, Best Design @ Superposition V

- Created an interactive visual interface that allows users to quickly and intuitively draw scalable line art.
- Incorporated various illustration settings and a point output system for reusable web animations.