Luke Zhang

Undergraduate Computer Science Student US Citizen

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EDUCATION

• Carnegie Mellon University

Pittsburgh, PA

Bachelor of Science in Computer Science; Minor in Business, High Honors Dean's List, GPA: 3.64

May 2022

EXPERIENCE

• Capital One

Richmond, VA

Software Engineer Intern

Jun. 2020 - Aug. 2020

- Constructed an automated CI/CD pipeline for testing dynamic tiles using Jenkins, Postman, Newman, Groovy, and Bogie that would detect changes in the Git history and run all relevant Postman collection tests in parallel
- Utilized Splunk, Handlebars, CSS, and Javascript to generate interactive Splunk and HTML reports of test results and integrated pipeline with Slack to send notifications to relevant teams upon completion of the Jenkins job
- \circ Resulted in a 78% time reduction of Jenkins job and eliminated manual work from end user upon running 10 tests

• Viasat Inc. Denver, CO

Software Engineer Intern

May 2019 - Aug. 2019

- Created a Catalog tool using Django, JQuery, Bootstrap, and Ajax that would call Viasat's GraphQL Offer Management API and display outputted JSON transaction data to an interactive web server with export extensions
- Utilized Apache and Ubuntu to conduct deployment of the Django web server to a universal server
- Employed periodic automated testing and validation of the functionality of the tool using Jenkins and Selenium

• Thermo Fisher Scientific

Carlsbad, CA

Quality Engineer Extern

Aug. 2014 - May 2018

- Worked remotely with the backend Order Service of the Online Shopping System to validate customer orders
- Deployed software at the WebLogic server and conducted manual/load testing and validation using SoapUI under the DEV environment

PROJECTS

• Stock Price Predictor

Jul. 2020

• Generated Machine Learning models with Python's NumPy, Pandas, and Scikit-Learn using historic data of daily prices of various stocks to predict their future closing prices and displayed predictions on a Django web server

• Via-Diet Jul. 2019

 Constructed a web-app using Flask, Django, JavaScript, D3, and SQLite that aggregates consumer food purchase data and gives weekly personalized and interactive nutrition reports

• SuperSmash AI

Nov. 2018

• Produced Super Smash Bros using Pygame with 4 unique AI's, each with different player attack detection, position detection, projectile motion, and calculated attacks that would avoid platform collision and reach the player

• Cooking Motion

Oct. 2018

• Created Cooking Mama using Leap Motion and Pygame, using normalized 3-D coordinates, velocity detection, and grip strength from Leap Motion to sense player movement and project the desired cooking motion onto the screen

• CMU Tutor Locator

Sep. 2018

• Implemented a web app for Hack CMU using Geocoding with the Google Maps API and Python that displays the locations of tutors with reviews and descriptions of tutors

Programming Skills

• Languages: Python, C, Java, Groovy, JavaScript, SML, SQL

Tools: Splunk, AWS, Jenkins, Postman

Relevant Courses

• Database Systems, Designing Human Centered Software, Computer Systems, Parallel and Sequential Data Structures, Theoretical Computer Science, Statistical Inference, Imperative Computation, Functional Programming