Max Zhou

Email: maxjzhou@gmail.com
Phone: (908) 745-1738
Website: https://maxjzhou.github.io
LinkedIn: https://linkedin.com/in/max-zhou-70781718b

Experience

Virtual Inc. – *Web Development Intern*   **Sep 2021 - Present**

- Developed and managed websites for technology-based professional companies.
- Implemented an internal plugin using JavaScript, jQuery, and PHP for the creation of events to cut down the hours of time needed to create events separately by 18 hours per event.
- Optimized websites with custom themes, templates, plugins, posts and shortcodes to integrate client requests in PHP.
- Administered database management tasks and SQL queries in a MySQL database management system.
- Performed complete QA tests on all staging sites before deploying to production. Conducted database migrations and configurations in the deployment process.
- Troubleshooted 15+ site issues such as functionality problems and breaches per day.

1Cademy – *Python Development Research Intern*   **Feb 2021 – Jun 2021**

- Conducted research on a large-scale platform with the 1Cademy Python community.
- Averaged over 25 educational nodes per month, ranging from beginner to advanced Python language topics.
- Worked on open-source full stack Python projects with the community.

Education

Rutgers University   **May 2023**

Bachelor of Science: Computer Science, Cognitive Science   New Brunswick, NJ

Projects (https://github.com/maxjzhou)

Android Photo Viewer

- Android application for storage and management of photos in one or more albums through the Android photo gallery. Written in Java using Android Studio libraries.
- Create, delete, and rename albums, captions, description tags, etc.
- Manuel slideshow for viewing albums + functionality to search/filter photos by description tag.

Terminal Chess

- Chess for two players played on the terminal written in Java.
- The program displays a chessboard drawn in chess and prompts players to input moves.
- Players take turns inputting their desired move into the terminal. A new board is printed to reflect the updated move upon receiving input from a player.

Skills

Languages: Java, Python, C, C++, C#, HTML5, CSS, JavaScript, SQL, PHP

Tools/Frameworks: React, React DOM, Redux, jQuery, NodeJS, Semantic UI, JavaFX, Android Studio, MySQL, NoSQL, Git, Git Commands, Unity Engine, Unix, Linux OS, Windows OS