

# MICHAEL ZHU

## EDUCATION

### Georgia Institute of Technology

Aug 2020 – Dec 2022  
M.S. Computer Science  
GPA: 4.0

#### Relevant coursework:

- CS 6515: Graduate Algorithms
- CS 6310: Software Architecture and Design
- CSE 6242: Data and Visual Analytics

### University of California, Berkeley

Aug 2011 – May 2015  
B.A. Economics

#### Relevant coursework:

- CS 61A: Structure and Interpretation of Computer Programs
- MATH 54: Linear Algebra & Differential Equations
- STAT 20: Introduction to Probability and Statistics

## CERTIFICATIONS

- [Object-Oriented Data Structures in C++](#)
- [Ordered Data Structures](#)
- [Unordered Data Structures](#)
- [Algorithms + Data Structures](#)
- [Professional Scrum Master](#)

## SKILLS

- Languages: Java, Python, JavaScript, Ruby
- Frameworks: React, Node, Express, Rails
- Database: SQL, MongoDB



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## EXPERIENCE

### Software Development Engineer

Workday

Pleasanton, CA / Jul 2018 - Present

- Researched, designed and implemented new Revenue Driven Budget, Company Hierarchy, and Budget Date Default Configuration feature that are critical to state and local customers leveraging OOP concept
- Collaborated closely with cross-functional teams, including Quality Assurance, and Product Management to ensure seamless integration of features and timely delivery of high-quality software
- Led a project optimizing scripts that automatically seeds massive amount of data into the system in order to stress test performance in various functionalities of the product, as well as guardrail tests that prevent performance regressions
- Built a company internal application that identifies employees globally based on input zip code and radius for Employees Program and Security team in case of emergencies
- Conducted monthly unit test sessions with the entire team to increase our module's unit test coverage from 79% to 91%, which is the highest among all modules
- Provided mentorship to junior engineers by fostering a culture of continuous learning and skill development

### Software Engineer

ClinCapture

San Francisco, CA / Feb 2018 - Jul 2018

- Spearheaded the project of building a completely new and more user intuitive frontend user interface using React and Redux frameworks for company's core product with a powerful drag-and-drop Excel-like data grid and SSO user authentication
- Worked closely with, and incorporated feedback from product management, UI designer, and backend engineers in order to build new features in an agile and iterative development process
- Participated in the full lifecycle site development, including building reusable components utilizing SASS, JavaScript, Bootstrap and structuring pages to optimize for fast load time and efficient REST API calls

## PROJECTS

### ZOOMM – [Live Site](#) | [GitHub](#)

(JavaScript, React, Redux, Ruby, Rails 5, PostgreSQL, MVC, HTML5, SASS)

Single page photo-sharing web application with user authentication, photo uploads, responsive photos display and user following feature

- Implemented secure user authentication using PostgreSQL, SecureRandom, and BCrypt
- Integrated cloud storage API that allows users to upload and store their photos
- Designed and implemented consistent and responsive UI/UX following flat UI design cues, consistent CSS styling and effects, and media queries
- Employed Active Record with PostgreSQL to maintain and store relational data between users, their followers, uploaded photos, etc.

### Tactical Warfare – [GitHub](#)

(JavaScript, Babylon, Node, Express, MongoDB, Socket.io, HTML5, CSS3)

Two player 3D online Tank game with user authentication, live game play, live chat, responsive UI, and realistic and engaging gameplay

- Designed and engineered smooth and responsive UI using HTML, CSS transition attributes, JavaScript events, and realistic 3D game scenes and gameplay physics with Babylon
- Integrated Web Sockets to enable live game play and live chat between two players
- Set up entire back-end framework for user authentication using Express, Node, and MongoDB