

MICHELLE ZHANG

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EDUCATION

University of Michigan
Bachelor of Science

Honors Program in College of
Literature, Science and the Arts

Graduation Date: April 2021

Major: Computer Science

GPA: 3.55

TECHNICAL SKILLS

C++

Java

PHP

SQL

JavaScript

Express.js

HTML

Pug

Python

Git

Graphic Design

Adobe Creative Cloud

HONORS

Best Use of Stdlib API

November 2017

Hack Western 4

Best Mobile Multi-Person

Game Platform

November 2017

Hack Western 4

RELEVANT COURSES

Programming Concepts

Data Structures

Discrete Math

CURRENT COURSES

Algorithms

Web Design

Statistics & Data Analysis

EXPERIENCE

LEARNING A-Z | SOFTWARE ENGINEER INTERN | MAY 2018 - AUGUST 2018

- Full stack software development for the company's main product, Reading A-Z
- Maintained Reading A-Z and RAZ Plus by fixing bugs on both the front and back end
- Implemented a new feature using the MVC Model, SQL, PHP and Javascript; feature allowed for a randomly selected book to provide students with double the amount of stars

NANOPROBES INC | RESEARCH INTERN | JUNE 2017 - AUGUST 2017

- Researched ISO Systems and helped implement ISO 9001 for the company
- Aided in development and promotion of a new product called QuikHis™ by creating product design and a video for product advertisement

AYC MEDIA | DESIGN INTERN | JULY 2016 - AUGUST 2016

- Designed ads for companies such as Anheuser-Busch and icons for small startup companies
- Helped rebrand the entire company from color scheme and typography to logo design

PROJECTS

FOR GLORY | HACK WESTERN 4 | NOVEMBER 2017

- **BEST USE OF STDLIB API - Stdlib**
- **BEST MOBILE MULTI-PERSON GAME PLATFORM - Zomaron**
- Created Super Smash Bros bot for Slack channels to go with a website containing live rankings based on Elo for the Slack workspace
- Worked on the back end to create the functionality for the Slack channel using the Stdlib company's APIs and Node.js

MUSICX | PERSONAL PROJECT | AUGUST 2018

- Created an application that uses the Spotify and LIFX APIs to control the color of a LIFX light bulb to match the currently playing song's mood and allowed for live updates
- Used Express.js as the framework to help create a webpage reflecting audio information about the currently playing song

LVL UP | EECS183 FINAL PROJECT | DECEMBER 2017

- Made an AI Python project that generated themed video game music using GameCube sounds, based on the world selection from a GUI designed to look like classic video games
- Helped to create the AI learning algorithm and an accompanying AI Twitter bot that would generate a story for the "video game" based on typical 'Once upon a time' tales

LEADERSHIP

SOCIETY OF ASIAN SCIENTISTS AND ENGINEERS EXECUTIVE BOARD

Marketing Director | SEPTEMBER 2017 - PRESENT

- Market various events through social media and monthly newsletters to students and faculty
- Handle discussions with companies about co-hosting events such as resume critiques
- Design all banners, flyers and merchandise used to advertise various events and midwest regional conference; also designed a sponsorship packet

ARBORHACKS | LOGISTICS COORDINATOR | SEPTEMBER 2017 - PRESENT

- Handle legal issues and money as well as content development and design for workshops and coding competitions for roughly 150 high schoolers each year
- Organize each component for the coding competition from marketing, to finance, to technology and manages the coordinators to guarantee progress

MHACKS CORE LOGISTICS TEAM | SEPTEMBER 2017 - PRESENT

- Help organize one of the nation's largest hackathons which is held at the U of M
- Resolve tasks such as meals, travel routes, travel reimbursements, venue, scheduling, performances, swag, and photos