

Muzhi Zhang

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Education

University of San Francisco

Sep 2020 – May 2023

Master of Science in Computer Science | GPA: 3.80

San Francisco, CA

Coursework: Web Software Development, Distributed Software Development, Backend Development (Java) | System Programming (C, Golang) | AI Designing & Data Analysis/ Visualization (Python)

Internship / Project Experience

USFMobile Team, University of San Francisco

March 2022 - Now

Software Testing Engineer

San Francisco, CA

- Assisted the development team on developing redesigned USFMobile, University of San Francisco's official mobile app for campus information.
- Assisted CI/CD development using GitHub Actions. Regularly tested the beta version, analyzed device log.
- Provided bug reports and improvement advice that greatly optimized features like course schedule page.
- Researched on possible solutions to replace features on the old app.

VisionX, LLC.

May 2022 - Jul 2022

Full Stack Engineer, Java & JS

San Jose, CA

- Led a team focusing on creating online VR experience for new product (Virtual Forest Therapy).
- Organized team meetings and assigned development tasks according to each member's skill.
- Developed video player with VR rendering using Three.js.
- Developed keyboard / gyroscope / eye-tracking control feature for video player.
- Designed a distributed file system for VR videos that enhanced fault tolerance and reduced latency of old file system running on company server.

Distributed System Projects Individual Project, Java

Jan 2022 – May 2022

- Implemented multiple distributed system features from the ground up in separate demos, including reliable data transfer protocol used in TCP, publish/subscribe system used in Kafka, and consensus algorithm used in Raft.

CityLog Team Project Led by Sponsor, Java & JS

June 2021 – Sep 2021

- Contributed on backend side of CityLog, a social network website that focuses on providing a platform for government and political groups to discuss future city development decisions with citizens.
- Led API designing process following OpenAPI. Wrote and maintained API documents.
- Achieved following functions on backend: post/account management/roles management (w/ Postgres as database and Sequelize for DB modeling), bookmarks/subscriptions, Google Map integration (w/ Google Map API).

Command Line Shell Project Individual Project, C

Oct 2020 - Dec 2020

- Built a command line shell using built in system call functions in C with history input record and output with customizable format.

Other Skills

Technical Skills: Proficient at Photoshop and After Effect, experience on other Adobe software (Illustrator, Premiere).

Language Skills: Proficient in English and Japanese (JLPT N2), Native in Mandarin.