

Muzhi Zhang

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Education

University of San Francisco

Sep 2020 – May 2023

Master of Science in Computer Science | **GPA:** 3.75

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

Student Employee - Software Testing Engineer

San Francisco, CA

- Participated in development of redesigned USFMobile, University of San Francisco's official mobile app for campus information.
- Automated CI/CD development by deploying self-host GitHub Actions runners on campus server.
- Regularly tested the beta version, analyzed device log.
- Provided bug reports and improvement advice that greatly optimized features like course schedule page.

Confidential™ Browser Extension Team Project Led by Sponsor

Aug 2022 – Dec 2022

- Developed a browser extension using JavaScript which brings file encrypting features developed by Confidential Inc. to mainstream cloud storage websites.
- Analyzed existing tools from the company to give the extension the same UI designing concepts.

VisionX, LLC.

May 2022 - Jul 2022

Internship - Full Stack Engineer

San Jose, CA

- Led a team focusing on creating online VR experiences for a 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 with keyboard / gyroscope / eye-tracking control feature.
- Designed a distributed file system for VR videos that enhanced fault tolerance and reduced latency compared with the old file system running on the company server.

Distributed System Projects Individual Project

Jan 2022 – May 2022

- Using Java, implemented multiple distributed system features from the ground up, 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

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).

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.