Nick Zhang

801-433-8718 | nick4@cs.washington.edu | linkedin.com/in/nicholasz2510 | github.com/nicholasz2510

Education

University of Washington	Seattle, WA
*GPA: 3.93	B.S. in Computer Science, Minor in Music*	*June 2026*

Experience

Software Engineer Intern — Summer 2023

Lucid Software | Lucidspark (collaborative whiteboard product)

- Revamped **LLM whiteboard interface** and UX for multi-player collaborative whiteboard product
- Launched **new onboarding sequence** improving user retention rate, guiding new users through whiteboard navigation
- Launched whiteboard provenance features (ex. sticky note creation and authorship history)
- Designed system for extensibly managing whiteboard metadata after gathering consensus among technical leaders
- Won 2nd place in company-wide hackathon by creating a randomized spinner decision wheel, adding delight to whiteboard collaboration

Software Engineer Intern — Summer 2022

Lucid Software | Lucidspark (collaborative whiteboard product)

- Primary contributor to next-gen **blob/sql storage system** for handling user-uploaded documents (e.g. PDFs)
- Led architecture review between my team and technical leaders to decide blobstore sharding protocols
- Improved security by launching **reCAPTCHA validation** to password-protected share links, with fullstack changes to display and verify CAPTCHAs
- Implemented link sharing A/B test to streamline share link creation and virality, increasing engagement metrics
- Initiated hackathon team to build Google Maps import in Lucidspark

Vice President of Technology — 2020 − 2022

School Simplified (non-profit study help service w/ 50,000+ users)

- Led and managed an organization of **4+ managers, 7+ programmers, and 12+ QA and IT staff**
- Developed resources to serve the tutoring needs of **50,000+ students**, including a website using HTML/CSS/JavaScript

Awards

2nd Place in the *2024 International Collegiate Programming Contest (ICPC) Pacific Northwest Regionals*, Washington

Projects

LSTMs for Predicting Classical Music Tempo

- Deep learning mini-research project to use LSTMs to predict tempo from classical sheet music, comparing and evaluating different model architectures. Presented findings to faculty and students at a poster session.

PixelPerfect

- DubHacks '24 hackathon project that rewards pixels on a cloud-synced shared canvas, using collaborative artwork to incentivize completing charitable tasks.

Q++ Public Relations Officer

- One of four officers leading a student organization for queer and allied Students at the University of Washington's School of Computer Science & Engineering.

NYPhil Archive Scraper - extracts clean sheet music PDFs from New York Philharmonic archive links.

Skills

Languages: Java, Python, C, C++, Scala, JavaScript, TypeScript, HTML/CSS
Developer Tools: Angular, React, PyTorch, Apache Spark, Jasmine, Bazel, Jenkins, Scrum/Agile, BLOB, Amazon Web Services, Git, Visual Studio Code, PyCharm, IntelliJ, Linux