

Nick Zhang

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Education

University of Washington

GPA: 3.90 | B.S. in Computer Science, Minor in Music

Seattle, WA

August 2026

Coursework: Machine Learning, Deep Learning, Natural Language Processing, Artificial Intelligence, Distributed Systems, Data Center Systems, Database Systems, Operating Systems, Systems Programming, Algorithms, Data Structures and Parallelism, Data Visualization, Software Design and Implementation

ETH Zürich

Study abroad at the ETH Department of Computer Science

Zürich, Switzerland

Spring 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 a **new onboarding sequence** that improved user retention by 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)

- Contributed 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, boosting engagement metrics
- Initiated hackathon team to build Google Maps import in Lucidspark

Projects

MusiCal | JavaScript, React, HTML, Python, Flask, SQL, EC2

2025

- **Interactive music lesson scheduler** built in response to complaints by professors about traditional scheduling methods
- Developed a **custom scheduling algorithm** using min-cost flow to prioritize back-to-back lessons and minimize teaching days
- Fully polished and deployed application, now seeing consistent use at the UW School of Music
- DubHacks 2025 hackathon project completed over the course of 30 hours in a team of three students

Classical Music Tempo Predictor | Python, PyTorch

2024

- Deep learning mini-research project to build **neural networks to predict tempo** from classical sheet music
- Compared and evaluated different model architectures, each with their own hyperparameter tuning
- Presented findings to faculty and students at a poster session

PixelPerfect | JavaScript, WebSocket

2024

- Web application that rewards pixels on a cloud-synced shared pixel art canvas for completing charitable tasks
- **Gamified productivity through collaborative artwork** to incentivize users to get tasks done
- DubHacks 2024 hackathon project completed over the course of 30 hours in a team of three students

Q++ Public Relations Officer

2024-2025

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

Awards

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

Skills

Languages: Java, Python, C, C++, Go, Scala, SQL, JavaScript, TypeScript, HTML/CSS

Frameworks & Tools: Angular, React, PyTorch, Apache Spark, Kubernetes, Docker, Jasmine, Bazel, Jenkins, Scrum/Agile, BLOB, Amazon Web Services, Git, Visual Studio Code, PyCharm, IntelliJ, Linux