Nick Zhang

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Education

University of Washington Seattle, WA
GPA: 3.90 | *B.S. in Computer Science, Minor in Music* *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 Zürich, Switzerland
Study abroad program at the ETH Department of Computer Science *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 **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

Projects

Classical Music Tempo Predictor | *Python, PyTorch* 2024

- Deep learning mini-research project to build a **model 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

- DubHacks 2024 hackathon project completed over the course of two days in a team of three students
- Web application that rewards pixels on a cloud-synced shared pixel art canvas for completing charitable tasks
- Uses the **reward of creating collaborative artwork** to incentivize users to get tasks done

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, JavaScript, TypeScript, HTML/CSS
Developer Tools: Angular, React, PyTorch, Apache Spark, Kubernetes, Docker, Jasmine, Bazel, Jenkins, Scrum/Agile, BLOB, Amazon Web Services, Git, Visual Studio Code, PyCharm, IntelliJ, Linux