

# Olivia Zhang

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## EDUCATION

### University of Illinois at Urbana-Champaign

May 2021

*Bachelor of Science in Computer Science + Linguistics*

GPA 3.50/4.00

*Minor: Journalism*

#### **Related Coursework:**

Data Structures	Computer Architecture	Algorithms & Models of Computation	Natural Language Processing
Database Systems	System Programming	Applied Machine Learning	User Interface Design

## WORK EXPERIENCE

### China Mobile

Suzhou, Jiangsu, China / July 2019 – August 2019

*Big Data Software Engineer Intern*

- Developed the backend basis on a team of two for an application that automatically collects and categorizes reviews about popular travel destinations from major travel sites, generates sentiment analysis results on the data for each location and sorts the extracted keywords according to occurrence frequencies, to help find matching travel destinations for users and customize their travel experiences effectively
- Designed and created a database to store the review and ratings data for analysis
- Worked extensively with python HTTP packages, automation tools and python nltk libraries to process, analyze and visualize the data
- Optimized code with multithreading and conducted testing to ensure quality of code

### UIUC

Urbana, IL / August 2019 - present

*Course Assistant*

- Course assistant for CS 233 Computer Architecture (~6+hrs/week)
- Duties include hosting lab sections, holding lab office hours, developing PrairieLearn content, answering students' questions on Piazza
- Helped develop course content and improved course quality to improve the learning experience for students

### The Daily Illini (Illini Media)

Champaign, IL / January 2019 – August 2019

*Staff Writer*

- Conducted in-person interviews with multiple sources for each story in order to collect key information for the stories through effective and professional communications; produced factual, quality reports under bi-weekly deadlines

## PROJECTS

### Job Recommendation Web App for UIUC Alumni

- Collaborated in a team of four and created a web application that makes job recommendations to UIUC students based on the courses they have taken, majors, work experience etc.; front end implemented with React Native
- Designed and set up an SQL database hosted on AWS to store public UIUC Alumni data collected from Handshake. Utilized Python sklearn KMeans package to analyze the data in order to make job recommendations

### Be-a-helper Mobile Application

- Cross-platform donation manager app that makes suggestions on IRS verified non-profit organizations for various charity purposes, allows the users to organize links their favorite charities, share with/like their friends their donation activities, set donation goals etc.
- Backend: Express.js, Passport.js, MongoDB; Front End: React Native

### Palette Provider Android Application

- Android application designed to solve the challenge of mixing colors from real-life objects or photos for beginner painters
- Led a team of six in iteratively designing the application by conducting user research, user evaluation, prototype evaluation etc.

### UNO Game

- Java implementation of a multi-player UNO Game with a GUI made with Swing, followed MVC design pattern, integrated AI players
- Utilized OOP principles to organize six different types of UNO cards, the player model and the game logic model

### Goodreads Web API

- REST Web API implemented with Python Flask web framework that supports GET/PUT/POST/DELETE requests to a MongoDB database containing books and authors data scraped from Goodreads with Python BeautifulSoup package

## SKILLS

Programming Languages: Python, Java, C/C++, Assembly, JavaScript, HTML, CSS; Tools: git, Linux bash; Database: SQL, MongoDB, Neo4j

## ACTIVITIES

### Women in Computer Science (WCS)

*Active Member*

### UNICEF at UIUC

*Active Member*

### UIUC Longboarding

*Initiator and Moderator*