

Olivia Zhang

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EDUCATION

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Science + Linguistics

Minor: Journalism

May 2021

GPA 3.50/4.00

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 a web application prototype on a team of two that automatically collects and categorizes reviews about popular travel destinations from major travel sites, conducts sentiment analysis on the data, sorts the extracted keywords according to occurrence frequencies, and finds matching travel destinations for users to customize their travel experiences effectively
- Designed and created an SQL 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 unit testing

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 student questions on Q&A sites
- Helped develop course content, improved 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 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

March 2020 - May 2020

- 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

October 2020

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

Palette Provider Android Application

September 2020 - November 2020

- 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

September 2020

- 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

October 2020

- 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