

SEAN ZHANG

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EDUCATION

Boston University

Bachelor's + Master's in Computer Science
September 2014 — December 2018 (Expected)

▶ GPA: 3.58 / 4.0

EXPERIENCE

Google

Software Engineering Intern, Youtube Community Posts
Summer 2018

- ▶ Designed and implemented Community Posts components for the Youtube iOS main app using a new internal UI framework
- ▶ Expanded and implemented bug fixes for this UI framework to enable further feature development for future users

BuzzFeed

Software Engineering Intern, Learning Tools Team
Summer 2017

- ▶ Implemented a new worker for collecting Pinterest post and metric data in the company's distributed pipelining service
- ▶ Optimized/enhanced internal API endpoints primarily through caching, resulting in a 200% speedup in service response times

Hitachi Data Systems

Software Engineering Intern, Android Team
Summer 2016

- ▶ Migrated the company's Android app to Material Design and added new features such as direct file uploads, renaming, and improved file selection

COMMUNITY

hackNY Fellow

Summer 2017

- ▶ Chosen as one of 28 fellows for a 10 week program in the NYC startup ecosystem; also attended tech talks and worked on a social good project

Open Web Vice President

Fall 2015 — January 2018

- ▶ Created a CS community at BU by building/guiding student projects and leading campus-wide app development workshops

BostonHacks Organizer

Fall 2015 — Present

- ▶ Part of a 20 person organizer team, responsible for social media/travel logistics

CS 111 Course Assistant

January 2017 — January 2018

- ▶ Host weekly office hours and attend lab to help students with assignments

SKILLS

Programming (3+ years)

- ▶ Python, Java, HTML, CSS, Javascript

Programming (<1 - 2 years)

- ▶ Golang, Swift, Objective-C, C, SQL

Tools and Frameworks

- ▶ Git, Flask, JQuery, React, Bootstrap
Android Studio, Xcode,
OpenCV, Vim, LaTeX

Design/Media

- ▶ Sketch, Adobe Premiere/
Illustrator/Lightroom

PROJECTS

SlackPlaysMario

- ▶ Inspired by TwitchPlaysPokemon, I built a Slack bot that parses user input to crowdsource gameplay of the original Super Mario Brothers on an NES emulator

i911 Android App

- ▶ Worked with a student group to build a Python web service + Android app that enables first responders to find 911 callers with greater accuracy than existing caller ID infrastructure

SupplyChain

- ▶ As part of a class group project, we built a blockchain system to record transactions and visualize the provenance of items in order to accurately verify and improve supply chain management

AWARDS

- ▶ Best UX Design Award at Global Appathon 2015
- ▶ Semi-Finalist in Winter 2016 U.S. Microsoft Imagine Cup
- ▶ Presidential Scholar Student at Boston University