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EDUCATION

University of Wisconsin-Madison

Madison, WI

Declared in Computer Sciences, B.S. and Data Science, B.S.

Aug. 2021 - Present

- **GPA**: 3.341
- o Relevant Coursework: Algorithms, Computer Engineering, Programming III (included data structures), Data Modeling II, Discrete Mathematics, Cryptography, Machine Organization, Machine Learning, Artificial Intelligence
- o Coursework In Progress: Operating Systems, Computer Graphics, Database Management Systems, User Interfaces

EXPERIENCE

Shine A Light / SINO-USA Next Generation Foundation

Atlanta, GA

Software Engineer

June 2021 - Present

- Built a website on the Salesforce platform using Community Builder.
- Created many custom **Lightning Web Components** using HTML/CSS/JS to match specifications on Figma.
- Developed custom Apex classes with **SOQL** (Salesforce flavor of SQL) queries to dynamically load user data.

Sanity; Gone (https://sanitygone.help)

Remote

Software Engineer

November 2021 - Present

- Developed a fully responsive, beautiful game guides website for the mobile game Arknights.
- Parsed incredibly complex game data JSONs into readable outputs with type checking.
- Used HTML, CSS, and React/JSX to prototype and match Figma design specifications.
- Website displays contributor content using Next.js, Astro, TypeScript, and the Contentful CMS.

Extracurriculars

International Collegiate Programming Contest

Madison, WI

Team Member

September 2022 - Present

- o Came up with and implemented solutions in C++ and Python, focusing on efficient run times and complex algorithmic problem solving tools, such as greedy, graph traversal, advanced data structures, and divide/conquer.
- Placed 13th out of 116 teams, then 14th out of 129 teams in the North Central NA Regional Competition.

Neuqua Valley Computing Team

Naperville, IL

Team Captain

July 2020 - June 2021

- o Developed the team's website (nvcomputing.com), providing detailed, high-quality resources and guides for programming competitions, using Bootstrap, HTML/CSS/JS, Express, Handlebars, JQuery, and Heroku, and developed guide parsers for Markdown and MathJax.
- Held meetings and organized materials to teach other students computer science topics such as boolean algebra, regular expressions, assembly language, and data structures.
- Led students to participate in computer science competitions and competitive programming.

FTC / First Tech Challenge Robotics

Naperville, IL

Lead Developer

August 2017 - Present

- o Architectured and wrote Sequoia, a flexible asynchronous task-scheduling library that synchronizes subsystem control loops and integrates user input. Used library to implement complex autonomous computer vision routines.
- Helped run multiple bootcamps to teach new team members and younger kids to program a robot to drive.

OTHER PROJECTS

• raymondzhao.com: My personal portfolio website, where I make occasional blog posts and showcase all the projects I've done. Developed using HTML/CSS/JS, Astro, Svelte, and Tailwind.

SKILLS

- Languages: Java, Python, JavaScript, TypeScript, HTML, CSS, SQL, C/C++, Rust, Regex, R. Apex, Mathematica, Bash/Shell/Batch
- Technologies: Git. JQuery, React, Next. js. Express, Tailwind, Bootstrap, Jupyter, Salesforce / SFDX, Web Components / Lightning Web Components, Heroku, Gradle, Maven, Gatsby, Astro, Handlebars, Svelte, Material-UI, AWS, Jenkins