Haozhe Zhang

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EDUCATION

University of Southern California
Master of Science in Computer Science, GPA 3.65/4.00 — January 2022–December 2023
University of Florida
Master of Science in Management, Combined Degree, GPA 3.56/4.00 — January 2020–August 2021
University of Florida
Bachelor of Science in Computer Science, Cum Laude, GPA 3.62/4.00 — August 2016–December 2020

TECHNICAL SKILLS

Intermediate: JavaScript/TypeScript, Python, HTML, CSS/Less/Tailwind, React, Redux/MobX, Node/NestJs, Firebase
Basic: C++, JAVA, Spring Boot, Hibernate, SQL, Three.js, Rxjs, Vite, Egg.js, React Native, Mongo, R, Linux, Tableau, Unity

WORK EXPERIENCE

Schlumberger — May 2022–August 2022
Software Developer — Cambridge, MA
- Developed a backend management module with **React** to monitor the current status of company's visualization platform.
- Refactored platform's Logplot with **INT GeoToolkit APIs**, allowing users to visualize multiple logs within one single track.
- Enhanced researchers' experience of using Formation and Log Visualizer by allowing users to designate min and max.
- Redesigned the controller mechanism for geographic 3D visualizer renderer written in **Three.js** for better user experience.
- Improved the development and testing experience by transplanting the existing 13 unit test cases from Linux to Windows.

Meta Force, LLC. — March 2022–May 2022
Software Developer — Beverly Hills, CA
- Developed the company's official website with animations and responsive design using **React**, **Redux**, **Tailwind**, and **Vite**.
- Created and hosted the web interface for the Sloth Journey official website on Heroku and displayed the info of the NFT.

Xiaomi — September 2021–December 2021
Software Developer & Interviewer @ Department of MIUI Experience — Beijing, China
- Developed multiple sections for the TV page of MIUI 13's official website using **Next.js**, including the animation and the layout solutions abiding by the UX design, and continuously adjusted the visual effects to match the designer's expectations.
- Carried out new APIs for Xiaomi Group's privacy policy management platform with **Egg.js** and **MySQL-Sequelize**, enabling administrators to access published privacy policies and publish new policies through the server to clients, etc.
- Enriched the animation solution pool by analyzing and reproducing the animations on Apple MacBook Pro's official website.
- Developed the splash screen and the product library management modules for Xiaomi Community's management platform.

Alibaba — May 2021–August 2021
Software Developer @ Alibaba Cloud Utility Products Business Unit — Hangzhou, Zhejiang, China
- Expanded the functionality and improved the usability of Alibaba Cloud by implementing new features, varying from constructing the Advanced Features page of VPC to carrying out the VSwitch change-of-binding module of VRouter-Table.
- Developed and continuously improved a code generation solution with **React.js** and **Handlebars.js** in order to enhance the efficiency and efficient throughput of large front-end development teams.
- Built automated test cases for DHCP Options Set and Smart Access Gateway and created tutorial documentation to train new employees more efficiently.

PROJECTS

Humming — April 2020–September 2020
Programmed a mobile application that simulates delivery services via drones and robots within San Francisco in the Agile fashion.
- Engineered all 7 screens, which provide functionalities of user authentication, solution planning, order creation, status tracking, profile information modification, etc., with **React Native** and **Firebase**.
- Enhanced the user experience by integrating polyline drawing, route computation, coordinate translation and payment services.
- Devised APIs for order creation and management, payment information generation and validation, and address management.

InMotion — November 2019–September 2020
Engineered a real-time web app that analyzes human facial expressions from webcam and video, sorts the emotion data into 7 categories, and displays the data with a visual diagram.
- Constructed the user authentication module with **Node.js**, **Express.js**, and **Mongoose**, and blurred user auth info with **JWT**.
- Applied Firestore to store facial expression data uploaded every 100 frames for further facial expression analyses.

Devconnector — December 2019–January 2020
Completed and deployed a **MERN** stack social network media application with user authentication, profiles, and posts.
- Built an extensive backend API with **Node.js** & **Express.js** with routes protected by **JWT** and tested with **Postman**.
- Integrated **React** with the backend and managed the application states with **Redux**, resulting in a fast and clean workflow.

Waste VR — August 2019–May 2020
Managed day-to-day developmental progress and a team of 5 engineers on a **Virtual Reality** project sponsored by the company PTP Strategy via the UF Integrated Product and Process Design (IPPD) program.
- Oversaw and ensured consistent and accurate output of the sponsor's desired program under the **Agile** development pattern by collaborating with the programming team members, faculty coach, and liaison engineer.
- Created a VR app with several learning modules in **Unity**, targeted to the general public for education on recycling methods.
- Designed the Quiz Scene of the program, involving scene construction and devising algorithms to complete quizzes.