

# 张昊哲

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## 教育经历

南加州大学 (USNews 全美排名 20)	2022 年 1 月–2023 年 12 月
计算机科学硕士	
佛罗里达大学 (USNews 全美排名 30)	2016 年 8 月–2021 年 8 月
管理硕士, 本硕连读, GPA: 3.56/4.00	2020 年 1 月–2021 年 8 月
计算机科学学士, GPA 3.62/4.00	2016 年 8 月–2020 年 12 月

## 工作经历

Meta Force, LLC.	2022 年 3 月–2022 年 5 月
软件开发工程师	美国加州洛杉矶

- 使用 React 开发并部署了公司的 the Sloth Journey 智能合约官网并展示该合约和公司团队。
- 使用 React 开发并用 Heroku 部署了公司团队的官方网站。

小米	2021 年 9 月–2021 年 12 月
软件与体验部-前端开发实习生	北京

- 使用 Next.js, TailwindCSS 以及其他工具开发了 MIUI13 的 TV 页面中包括大量动画在内的数个部分并适配多端, 开发期间通过与设计师的持续交流不断更改动画以及布局方案并达到设计师及公司预期。
- 复刻苹果官网的 MacBook Pro 产品展示页面的数个高级动画方案以进行 MIUI 网站动画方案的技术储备。
- 支援小米社区开发团队完成开发产品库后端管理平台中包括启动页和新产品管理模块等新功能的双十一 P0 需求。
- 使用 Egg.js 开发集团隐私政策管理平台新接口, 包括调取历史隐私政策版本及向服务端发布隐私政策版本等。

阿里巴巴	2021 年 5 月–2021 年 8 月
阿里云-基础产品事业部-前端开发实习生	浙江杭州

- 在 React 框架下开发阿里云控制台新界面和新功能, 包括 VPC 高级特性页面, 路由表换绑解绑交换机等操作。
- 熟练使用 React, Handlebars 等技术栈, 开发并维护旨在提升大量前端人员介入时团队开发效率的代码生成器。
- 使用 Robot Framework 开发 DHCP 选项集及 SAG 页面测试用例并整理为教程文档缩短自动化测试学习曲线。

## 技术能力

熟悉 JavaScript/TypeScript, Python, HTML, CSS/Less/Tailwind, React, NestJs, React Native, Firebase, SQL

了解 C++, JAVA, Rxjs, Three.js, Egg.js, Vite, Mongo, MATLAB, R, Linux, Tableau, Unity

## 项目开发经历

Humming	2020 年 4 月–2020 年 9 月
使用 React Native 设计和开发了一个安卓 APP, 模拟在旧金山调配的无人机和机器人为用户提供即时交付服务。	

- 开发全部 7 个应用界面, 上线用户身份验证, 路线规划, 下单服务, 状态查询, 用户信息编辑等功能, 并通过实现路线计算和绘制, 坐标地址转换和上线支付系统等功能大幅提高用户体验和项目完整度。
- 基于 Firestore 设计实现 RESTful API, 构建下单以及订单管理, 支付信息生成和认证, 以及地址管理系统。

InMotion	2019 年 11 月–2020 年 9 月
实时网页应用。该应用可从摄像头或视频中分析人的面部表情, 将情感数据分类为 7 类, 并以可视化图表显示数据。	

- 每 100 帧应用 Firestore 储存从摄像头和上传的视频中的表情数据以用于后期表情分析。

Devconnector	2019 年 12 月–2020 年 1 月
MERN 架构的社交网络媒体应用, 功能包括用户登录, 用户档案编辑处理, 以及发帖系统等。	

- 使用 Node.js 和 Express 构建了 21 个后端 API, 用 JWT 模糊化用户隐私数据, 并用 Postman 进行全面的测试。

Waste VR	2019 年 8 月–2020 年 5 月
在佛罗里达大学的综合产品和流程设计项目中 (IPPD), 使用 Unity 开发了一款由 PTP Strategy 公司赞助, 面向大众的垃圾处理方法的教学 VR 应用, 并在敏捷开发模式下管理了该 VR 项目的 5 人团队和日常开发进度设计并单独负责了程序中的测验情景, 包括场景搭建以及设计完成测验的相关算法。	

# Alex Zhang

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## EDUCATION

University of Southern California

January 2022–December 2023

Master of Science in Computer Science

University of Florida

Master of Science in Management, Combined Degree, GPA 3.56/4.00

January 2020–August 2021

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, Node, NestJs, React Native, Firebase, SQL

**Basic:** C++, JAVA, Rxjs, Three.js, Vite, Mongo, MATLAB, R, Linux, Tableau, Unity

## WORK EXPERIENCE

Meta Force, LLC.

March 2022–Current

Software Developer

Los Angeles, CA

- Created and hosted the web interface for the Sloth Journey official website, displaying the info of the NFT and the team.
- Developed the official website of the company with React and hosted the website on Heroku.

Xiaomi

September 2021–December 2021

Software Developer Intern & Interviewer @ Department of MIUI Experience

Beijing, China

- Developed multiple sections for the TV page of MIUI 13's official website from scratch, including implementing the animation and the layout solutions abiding by the UX design, and continuously adjusting the visual effects to match the UX 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 history and published privacy policies, notifying the server side to publish new policies to the client side, etc.
- Enriched the animation solution pool of the company by analyzing and reproducing several of Apple Inc.'s official website animations on the MacBook Pro page.
- Expanded the functionalities of Xiaomi Community's management platform by developing the splash screen and the new product library management modules.

Alibaba

May 2021–August 2021

Software Developer Intern @ 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 RESTful APIs to facilitate data exchange for order creation and management, payment information generation and validation, and address management via Firestore.

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 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

Scrum Master

Gainesville, FL

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.