

RICKY ZHANG

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EDUCATION

New York University

Expected Dec 2025

B.S. in Computer Science – GPA: 3.8 - 3x Dean's List

New York, NY

- **Relevant Coursework:** Data Structures & Algorithms, Object Oriented Programming, Intro to Databases, Web & Full Stack Development, Computer Architecture, Operating Systems, Design & Analysis of Algorithms, Computer Networking, Computer Security, Software Engineering, Network Security, Agile Software Development & DevOps

EXPERIENCE

Software Engineer Intern @ Pupil

Mar 2024 – May 2024

TypeScript, JavaScript, SvelteKit, React Native, GSAP

New York, NY

- Developed responsive UI components for the landing page using SvelteKit and Tailwind CSS, improving mobile viewport adaptability and reducing CSS bundle size by 158KB
- Implemented scroll-triggered animations using GSAP, creating dynamic service feature reveals and parallax effects that increased average time spent on landing page by 12.8 seconds
- Optimized React Native API calls using memoization and debounce techniques, reducing data fetching time by 200ms

IT Operations Intern @ Con Edison

Jun 2023 – Jan 2024

SQL, SharePoint, Oracle SQL Developer

New York, NY

- Developed an SQL stored procedure to analyze over 400 weekly maintenance tasks, identifying potential crew scheduling conflicts and reducing double-bookings by 6%
- Created a SharePoint form for shift summaries with custom permission controls, integrating Microsoft Power Automate to send Outlook notifications, resulting in a 30% decrease in time spent accessing shift information
- Performed time audits for take-home vehicle logs, ensuring precise overtime reporting and reducing overtime costs

Computer Science Tutor @ New York University

Sep 2022 – Jun 2023

Python

New York, NY

- Provided one-to-one tutoring to up to 5 undergraduate students per week in computer science, specializing in Python programming and data structures
- Remotely monitored and evaluated academic performance of students

PROJECTS

Guessify | Typescript, Next.js, MySQL, Zustand, Prisma, Redis, TailwindCSS, Spotify Web API

- Developed an interactive song-guessing game that integrates Spotify's Web API for playlist and song playback
- Engineered a robust state management system using Zustand to enable real-time game state updates
- Leveraged Redis caching to optimize playlist loading, reducing load times by 70% for large playlists (>1000 songs)

Trailerometer | Typescript, Next.js, TailwindCSS, Supabase, Drizzle ORM, Selenium, GitHub Actions

- Developed an interactive movie rating prediction game that achieved a peak monthly traffic of over 100 visitors
- Implemented CI/CD pipeline using GitHub Actions for automated linting, building, and testing to ensure code quality
- Implemented Python web scraper with Selenium to gather movie scores from Rotten Tomatoes, storing over 5,000 entries in a PostgreSQL database on Supabase

Politigram | JavaScript, Next.js, TailwindCSS, Vercel, Mongoose, BERT, Google Cloud Vision

- Launched a pioneering social media web application filtering content based on a political spectrum slider
- Trained a machine learning model to evaluate images using the Google Cloud Vision API, reaching an accuracy of 64% within 48 hours

SKILLS

Languages: TypeScript, JavaScript, Java, C++, C, Python, SQL, Bash, x86, HTML/CSS

Technologies: Git, Docker, GitHub Actions, Next.js, SvelteKit, React Native, Nodejs, Express, Flask, PostgreSQL, MySQL, Redis, MongoDB, AWS (S3, DynamoDB, RDS), Firebase, Redux, Tailwind, Selenium, Pandas, Spring Boot (beginner level)