

SANDY ZHANG

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Education

Princeton University

Sep. 2022 – May 2026

B.S.E. in Computer Science, Minor in Finance & Robotics and Intelligent Systems

Princeton, NJ

Relevant Coursework

- Algorithms Analysis
- Graph Theory
- Machine Learning
- Autonomous Fabrication
- Data Structures
- Computer System Design
- Logic Design
- Decentralized Finance

Experience

UnitedMasters

June 2025 – August 2025

Web Engineering Intern

Brooklyn, NY

- Designed and integrated the Forever Saves experience within the **Masterlink** platform, allowing fans to permanently follow any of UnitedMasters' **1.5M+** artists on Spotify, strengthening artist-fan relationships.
- Developed a new **digital impact dashboard** for UnitedMasters to help exclusive artists and internal teams identify growth opportunities and drive revenue efficiency.
- Designed and implemented the pixel tracking dashboard UI, supporting the tracking of **hundreds to thousands** of fan interactions, and boosting marketing clarity and effectiveness for artists.

LowTech AI

June 2023 – August 2023

AI Research Fellowship

Remote

- Conducted **extensive research** at the intersection of artificial intelligence and student life, exploring applications, challenges, and opportunities in the education sector.
- Authored **multiple articles on AI** in student life, published on the institute's platform. The series attracted **hundreds** of page visits, boosting the institute's online visibility by **25%**

Extracurricular

BusinessToday

July 2024 – Present

Vice President of Technology

Princeton, NJ

- Developing a **mobile app** for the 51st International Conference, enhancing the experience for **300+** attendees from over **35** countries
- Hosting **International Conferences** to expand opportunities for communication for today's undergraduate leaders, uniting **hundreds** of students with over **75** leading executives annually
- Leading a technology team in designing and managing the **5** official BT websites and digital media

ENVISION

Feb. 2024 – Jun. 2024

Conference Organizer

Princeton, NJ

- Hosted the **Tech Ethics Pitch Competition & Conference** at Princeton University, uniting **100+** students and **10+** industry-leading speakers to explore ethical challenges in technology.
- Developed a fully functional **event website** to promote and manage the conference, achieving **hundreds** of page views and streamlining registration for **100+** attendees

Projects

Orange & Blackjack | Solidity, React, Ethers.js, Vite, Netlify, VSCode

March 2025 – May 2025

- Developed a decentralized Blackjack game using Solidity smart contracts to handle betting, gameplay, and payouts, ensuring on-chain fairness and transparency
- Built a React-based frontend with wallet integration (MetaMask), dynamic card animations, game stats, and a live leaderboard to track player performance

Pantry 2 Plate | Python, Flask, Selenium, MongoDB, VSCode

September 2024 – December 2024

- Developed a dynamic web application that recommends recipes based on user-inputted pantry items, featuring filters for cooking time and skill level
- Built a responsive front-end using HTML, CSS, and JavaScript for seamless navigation and accessibility
- Designed and implemented a MongoDB database for efficient storage and retrieval of **6,000+** recipes and ingredients
- Coded custom web scrapers to source and aggregate recipe data from several websites

Technical Skills

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, Go, Solidity

Frameworks: React, Flask, Selenium

Developer Tools: GitHub, Docker, VSCode, IntelliJ, Cursor, Figma, Sigma, Jira

Databases: MongoDB, MySQL