SANDY ZHANG

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Education

Princeton University   Sep. 2022 – May 2026
B.S.E. in Computer Science, Minor in Finance   *Princeton, NJ*

Relevant Coursework

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

Experience

UnitedMasters   June 2025 – August 2025
Software Engineering Intern   *Brooklyn, NY*

- Designed and integrated the Forever Saves experience within the **Masterlink** platform using **React.js** & **TypeScript**, allowing fans to permanently follow any of UnitedMasters' **1.5M+** artists on Spotify.
- Built a new **digital impact dashboard** for UnitedMasters to help **20+** exclusive artists and internal teams identify growth opportunities and drive revenue efficiency.
- Developed and deployed 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 Researcher   *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

Princeton HCI   August 2025 – Present
Undergraduate Researcher   *Princeton, NJ*

- Scaling an **intentional-feed prototype** from a 15-person pilot study to broader audiences on Bluesky (**1M+ DAUs**), using **Python, MJML**, and **NLP libraries** to optimize engagement, user agency, and cognitive load
- Developing an **AR mobile app** to teach coding, with early usability testing involving **20–30** student participants
- Collaborating with faculty to run **user studies**, gather feedback, and building towards **publishable** HCI results

Business Today   July 2024 – Present
Co-Director of Design Nation   *Princeton, NJ*

- Directing project management for **Design Nation 2026**, coordinating a **$30,000** budget and overseeing **7 sub-committees** to ensure deadlines and deliverables are consistently met.
- Managing a **40-member** team, delegating responsibilities, running weekly meetings, and ensuring smooth collaboration
- Collaborating with **20+** executives and industry leaders while spearheading outreach to **25+** universities nationwide, with the goal of securing **300+** student applications.

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, HTML/CSS, JS, 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