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 • Data Structures

- Graph Theory
- Computer System Design
- Machine Learning

• Logic Design

- Autonomous Fabrication
- Decentralized Finance

Experience

UnitedMasters

June 2025 - Present

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