Sarah Zhang

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SKILLS

Languages
Proficient: Java, HTML, CSS
Experienced: R, Javascript

Frameworks
Proficient: MySQL
Experienced: Neo4j, Spring, React

Workflow
Github, Linux, IntelliJ IDE, Sublime Text, Visual Studio

Design
Photoshop, InDesign, Illustrator, Adobe XD

ACTIVITIES

NU PsyClub
President | Fall '17 - Fall '18, *VP* | Spring '17, *PR* | Fall '16
- Planned events aimed at helping students navigate their academic and career journeys
- Promoted events using flyers, Facebook, and MailChimp
- Photographed events

Museum of Science, Boston
Research volunteer | Fall '16
- Interacted with visitors to explain the purpose and research interests of Living Laboratory
- Conducted experiments exploring age differences in self-selection of emotional media content

Hawaii Ohana at NU
PR | Spring '15 - Spring '16
- Created promotional materials and social media campaigns
- Photographed events

EDUCATION

Northeastern University | Boston, MA   Expected May 2019
B.S. Computer Science & Cognitive Psychology
Honors: National Merit Scholar
Relevant Coursework: Algorithms & Data Structures, Object-Oriented Design, Database Design, Artificial Intelligence, Human-Computer Interaction, Software Development

PROJECTS

Podcast Recommender   Ongoing
https://github.com/sazhang/podscraper
- Built a web app that suggests podcasts based on search keywords
- Scraped data from websites and stored it into a graph database
- <u>Tools</u>: Java, Spring Boot, Spring Data Neo4j, Neo4j, Selenium, JUnit, HTML, CSS, React, Reactstrap, Maven, Git

Campus Employment   Fall '18
Human-Computer Interaction Final Project
- Designed prototypes and usability studies for a web app that aimed to make the on-campus hiring process more efficient
- Conveyed user feedback and experimental findings to my two other teammates who developed the high-fidelity prototype

Santorini Game   Fall '18
Software Development Final Project
- With a partner, implemented a TCP/IP server-client application that supports tournaments in which users can participate remotely and optionally load their own player and observer components
- <u>Tools</u>: Java, Socket programming, org.json, JUnit, Maven, Git

EXPERIENCE

Research Assistant   Jan '18 - June '18
Hutchinson Lab of Cognitive Neuroscience
- Conducted studies on students to investigate visual statistical learning mechanisms using an incidental-encoding paradigm
- Analyzed experimental and eye tracking data in MATLAB

Research Assistant   Oct '16 - Aug '17
Lifespan Emotional Development Lab
- Ran studies with student and elderly participants to examine age differences in emotion regulation during video game play
- Used Ergoneers Dikablis mobile eye tracking system to record and analyze eye movement data
- Performed statistical analysis in SPSS