

SARAH ZHANG

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EDUCATION

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

SKILLS

Languages - Java, HTML, CSS, JavaScript, SQL
Frameworks & Tools - Gatsby, React, Spring, JUnit, Git
Design - Photoshop, Illustrator, Adobe XD

PROJECTS

Podcast Recommender | <https://github.com/sazhang/podfavs> Ongoing

- Built a Spring Boot app that generates content-based recommendations and lets users save the results
- Automated web scraping of podcast data with Selenium WebDriver
- Used Spring Data to persist and query data stored in a NoSQL graph DB hosted on an EC2 instance
- Integrated Okta API to register and authenticate users and to control URL access
- Deployed iterations of the web app to AWS Elastic Beanstalk
- **Tools:** Java, Spring, JUnit, Maven, React, Tailwind CSS, Emotion, Neo4j, AWS, IntelliJ, Visual Studio

Photography Portfolio | <https://github.com/sazhang/hunter> Ongoing

- Built a progressive web app that showcases the work of a freelance photographer
- Integrated Netlify CMS to let admin users edit and add content to the website
- Achieved high scores for performance, accessibility, and SEO in Lighthouse audits
- **Tools:** GatsbyJS, React, GraphQL, Tailwind CSS, Emotion, Netlify, Visual Studio

Santorini Game | *Software Development Final Project* Fall '18

- Implemented a client-server application that supports round-robin tournaments in which remote players participate in series of games that are supervised by referees and a tournament manager
- Utilized socket programming to send JSON objects over TCP to facilitate communication between the server and multiple clients
- **Tools:** Java, JUnit, Maven, IntelliJ

EXPERIENCE

Hutchinson Lab of Cognitive Neuroscience | *Research Assistant* Jan '18 - June '18

- Ran studies to investigate visual statistical learning mechanisms using an incidental encoding paradigm

Lifespan Emotional Development Lab | *Research Assistant* Sept '16 - Aug '17

- Ran studies with student and elderly participants to examine age differences in emotion regulation strategies by assessing video game selection, gameplay, and mood changes across valence categories
- Analyzed behavioral data in SPSS and eye tracking data in D-Lab
- Volunteered at the Museum of Science, Boston for three months to recruit research participants and conduct experiments exploring age differences in self-selection of emotional media content

ACTIVITIES

NU PsyClub | *President* Fall '17 - Fall '18

- With two other board members, organized and promoted club meetings and campus-wide events aimed at helping undergraduate psychology majors navigate their academic and career journeys
- Created ad materials, initiated social media and email campaigns, and photographed events