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Expected May 2019

#### **EDUCATION**

Northeastern University | Boston, MA

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 - React.

Spring, JUnit, Git

**Design** - Photoshop, Illustrator,

Adobe XD

#### **PROJECTS**

# **Podcast Recommender** | https://github.com/sazhang/podfavs

Ongoing

- Built an app that generates content-based recommendations and lets users save the results
- Automated web scraping with Selenium and stored the data in a graph DB hosted on an EC2 instance
- Integrated Okta Authentication API to register and verify users and to control URL access
- Deployed iterations of the app to AWS Elastic Beanstalk
- <u>Tools</u>: Java, Spring, JUnit, Maven, Neo4j, React, Tailwind CSS, Emotion, Visual Studio, AWS

# Portfolio Website | https://github.com/sazhang/gatsby-portfolio

Spring '19

- Built a static progressive web app that programmatically creates pages by querying data with GraphQL
- Used Gatsby plugins to optimize the quality of the web page, achieving high scores for performance, accessibility, and SEO in Lighthouse audits
- Tools: Gatsby JS, React, Tailwind CSS, Emotion, Visual Studio, Google Analytics

#### **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
- Facilitated communication between the server and multiple clients utilizing socket programming to send JSON messages over TCP connections
- <u>Tools</u>: Java, org.json, JUnit, Maven, IntelliJ IDEA

#### **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
- While serving as PR officer and VP in prior semesters, created ad materials, initiated social media and email campaigns, and photographed events