

# Tony Zhu

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Education	<b>Texas A&amp;M University</b> , College Station, TX BS in Electronic Systems Engineering Tech. Minor in Computer Science Class of 2021	<b>Phillips Exeter Academy</b> , Exeter, NH David T. Swift Proctor Award Class of 2017
Skills	<b>Languages:</b> Fluent in Python   Experienced in Java and SQL   HTML/CSS, C++, C#, Javascript	
	<b>Tools:</b> Git   Agile/Scrum Methodology   Unity   Linux   Tableau   Jira & Confluence   .NET	
Experience	<b>Libraries/Packages:</b> React Native   Keras & Tensorflow   OpenCV   Tesseract OCR   Beautiful Soup 4	
	<b>Miscellaneous:</b> Ideation Process   Rapid Prototyping   Public Speaking   Video Editing   Ultimate Frisbee	
Projects	<b>Software Engineer Intern, Amazon.com Inc   May 2020 - August 2020</b> Remotely worked in Amazon's Devices Optimization Team (e.g. inventory prediction, forecasting etc.). Designed, improved, and created REST APIs to provide batch submission functionality for internal optimizer website. Improved demand planning productivity and widened throughput for optimization requests during a volatile period of demand (COVID-19). Used: Java, Coral Service Framework (internal), Ruby on Rails	
	<b>Operations Research Intern, American Airlines   May 2019 - December 2019</b> Advanced data analytics and visualization of baggage routes, employee performance, and usage of internal tools. Technologies include: SQL (Teradata), Python (pandas, pyodbc), and Tableau. Future plans include using machine learning models (SVM, random forests, etc.) to provide insights/predictions.	
Activities	<b>Software Engineer Intern, Schneider Electric   June 2018 - August 2018</b> Microsoft HoloLens app to showcase a variety of Schneider products in AR. Development process includes extensive use of Unity, C# scripting, Visual Studio (Team Services), 3D modeling, and Agile workflow. Tackled automation of the company-wide product request system utilizing Computer Vision, ML, and OCR. Problems include PDF parsing, noisy image filtering, and input variability. Tools include .NET, OpenCV, Tesseract.	
	<b>Intern, Cycorp AI   June 2016 - August 2016</b> Debugged and tested software products in a Scrum/Agile workflow environment. Programmed high level software in C# and Cyl for company projects and products.	
Activities	<b>Automated Flight Attendant [Flask/React Native]   TamuHack, January 2019</b> Won 2nd in American Airlines' Challenge. Personal work: used Flask on a Raspberry Pi as an IoT server and a custom built React Native application to send POST requests. Ultimately created a self driving and automatically dispensing drinks trolley to drive down aisles unmanned (other members worked on hardware).	
	<b>MoshMusic [React Native]   SXSW Hackathon, March 2018</b> Created multi-paged front end Android mobile application in React Native. Social network app creating connections based on Spotify data/playlists. Allows event hosts to create master playlists generated from attendee's music preferences.	
Activities	<b>Project Management Chair, Aggie Coding Club   December 2019 - Now</b> Mentor and lead all project managers (12+). Responsibilities include: review applications of prospective PM candidates, organize club wide meetings and activities, advise existing PMs, moderate and administrate project groups to ensure progress.	