STEPHEN ZHANG

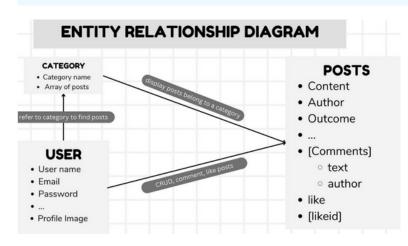
COMPUTER SCIENCE AT JOHNS HOPKINS UNIVERSITY

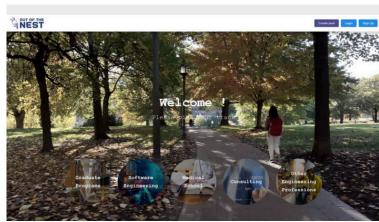
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STUDENT HELP FORUM APPLICATION - JHU SWE PROJECT





What?

- Designed different object relationships and fields for frontend and back-end components
- Developed CI/CD pipelines with automated testing

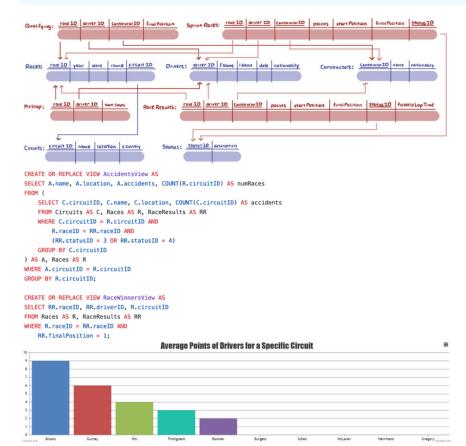
How?

- Worked with GitHub and deployment with Vercel
- Used entity relationship and UML diagrams to plan ahead before programming

Results

- Achieved 80% test coverage using Jest
- Developed full-stack web application using the MERN-stack to enable real time Q&A for student collaboration

FORMULA ONE DATABASE INQUIRY - JHU DATABASES PROJECT



What?

- Structured a relational model with 8
 primary keys and 13 foreign keys to
 efficiently query results
- Created visual representations in tables and graphs for query results

How?

- Used SQL and PHP to show query results in tables and graphs
- Refactored complex JOIN statements and minimized nested subqueries

Results

- Improved retrieval speed by 50% for 40,000+ records
- Allowed users to visualize query results for 20+ interactive tables and charts

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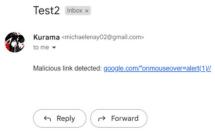
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XSS EMAIL SCANNER CHROME EXTENSION - JHU WEB SECURITY PROJECT

Kurama <michaelenay02@gmail.com> to me ▼ google.com/"onmouseover=alert(1)//

Test2





What?

 Developed a Chrome extension to detect XSS threats in emails

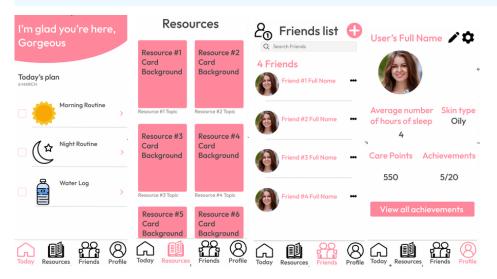
How?

- Used a 6,000-entry XSS payload database to detect malicious links
- Coded in JavaScript, HTML, and CSS

Results

 Warns user of potential malicious links when opening emails

SKINCARE MOBILE APPLICATION - JHU MOBILE APPLICATIONS PROJECT



What?

 Used Java and Firebase to develop a skincare mobile app for users to create healthy habits

How?

- Implemented cloud computing solutions for secure data storage and user authentication
- Designed app layout and color schema using Figma with 30+ pages

Results

 Created a Java based mobile app with an intuitive layout and securely stores user data through Firebase

ROBLOX SIMULATOR GAME - OFF SHIFT STUDIOS



BUY

What?

- Developed and optimized core gameplay mechanics for a Roblox simulator game
- Created 3D models with low polygon counts for performance optimization

How?

- Used Lua and Roblox
 DataStore to program key
 gameplay mechanics
- Designed 3D models using Blender

Results

- Created a community of 40+ active players and 500+ times played
- Programmed Lua scripts to create a quest and obstacle course system
- Improved game responsiveness and loading speed by 20%