

Sujun Zhu

[linkedin.com/in/sujunzhu/](https://www.linkedin.com/in/sujunzhu/)

| San Mateo, CA 94403

| 213-820-2364

| zhusujun199495@gmail.com

EXPERIENCE:

IXL Learning, Inc. (San Mateo, CA)

Java, Struts 2, Hibernate, Kafka, Guice, Postgres, Oracle DB, Cassandra, Redis, S3, NodeJS, Docker, Jenkins, Kibana, Elastic Search, Cronjob, Jackson/Gson, GitLab, SVN; React, Redux, HTML, SCSS, JS, Redux, Sockets.io, HighCharts.js, JsJoda.js, Webpack/YUI3, ES6/commons; Jira, Slack.

Senior Software Engineer, Teacher Analytics Team

01/01/2021 – present

- Working as a full-stack software engineer building scalable web applications; as a founding member of an agile team of 8, focusing on developing reports and underlying infrastructure for over 14-million subscribers.
- Established ownership of code space, e.g., participated 30+ medium+ projects, providing engineering insights; serving in API committee for analytics teams, maintaining guidelines for team APIs open for use.
- Built technical reputation as a go-to person, e.g., providing constructive code review feedback, mentored 3 junior engineers on team, resolved several P1s.
- Led a team of 5 engineers and engaged closely with stakeholders including engineers, designers, PMs, and QAs, completing 5+ big inter/intra-team projects, from early planning to post-release to-dos.
- Continuously contributing to team process/documentations and experienced in organization work like holding team events, presenting, and facilitating routine meetings/learning groups (e.g., Design Pattern).
- Served as Error Triage in a quarterly rotation, monitoring exceptions in applications/Cronjob log from production servers, debugging, resolving if time permits and mostly triaging to corresponding teams.
- Conducted 140+ interview rounds and onboarded 5+ engineering interviewers.

Software Engineer, Product Team

09/04/2018 – 12/31/2020

- Involved in all aspect of developing teacher-level analytics reports, from designing analytics report backend hierarchy (JAVA + design patterns), to detailed frontend realization of user-friendly designs (React + Redux.)
- Developed command line programs, involving Cronjobs, analytical data pull, and quick data change.
- Acted as a key contributor to a couple of large projects on building “real-time” reports for district and school leaders, tackling scaling issues involving building historical caches, optimizing DB queries, and threading.
- Adapted NodeJS Headless Chrome microservice to analytics printing jobs stored in DB message queue. Wrote documentations and established the ownership of analytics printing infrastructure for 20+ reports.
- Automated CRM tickets creation for the feedback internal tool using Salesforces API, speeding up by ~80%.
- Proxied PDF population requests on all servers to only 2 app servers and lowered font licensed fees by ~95%.

Lovefoodies Inc. (San Jose, CA) Software Engineer, Unpaid internship

04/22/2018-08/22/2018

NodeJS, Next.js, Sequelize, MySQL, Circle.ci, AWS; React, Redux, Observable, Jest

- Worked on an appointment system for a private clinic business to offer 2000+ users stable and fast services.

EDUCATION:

University of Southern California, Los Angeles, CA

- Master of Science, Computer Science Aug 2016 - Jan 2018
- Bachelor of Science, Computer Engineering Computer Science Aug 2013 - June 2016

PROJECTS:

Multiplayer FPS Game + Load-balancer, Team (Unity, C#, Go.) (theoozeisloose.github.io/)

Sep 2017 - Dec 2017

- Designed, implemented, and improved a multiplayer FPS game by optimizing code structure, and information networking through Unity transport layer API to reduce latency in gameplay by 25%.
- Built a load-balancer with Go RESTful API to accommodate massive instances running simultaneously. (e.g., 20-instances stress testing conducted.)
- Implemented VOIP feature in 3D space by inventing customized filter algorithms and applying physics formulas to enhance better game immersion and gameplay communication solutions.

Facebook Search App on iOS, Individual (PHP + MySQL, Angular, Swift.)

Feb 2017 - May 2017

- An iOS app with featured searches including querying by events nearby, and hot spots using Graph API.
- Deployed to Google Cloud to reduce latency to less than 8ms for a large-scale user pool.