

Sujun Zhu

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SUMMARY:

A CS new graduate experienced in flexible and high-quality full-stack developing with leadership and a reliable engineer passionate to solve problems and seek better technical solutions.

WORKING EXPERIENCE:

Software Development Engineer Internship, Lovefoodies Inc., San Jose, CA Apr 2018 - present

- Developed an appointment system for a private clinic business to offer 2000+ users stable and fast services.
- Implemented **OOD** and **SSR** with **React**, controlled data flow via **Redux** and **Observable** at front-end.
- Optimized restful API design and **sequelize** queries to MySQL RDBMS at backend to reduce latency.
- Utilized **Google Maps API** and modified **react-big-calendar** package to fit customized scheduling feature.
- Wrote unit tests using **Jest**; built via **Circleci**; released on **AWS**; conducted teamwork via **Slack** and **Trello**.

Software Development Engineer Part-time, WildView Inc., San Mateo, CA Dec 2017 - present

- Published a portfolio website on **AWS S3** utilizing **React** with **Redux** at frontend and google **Firebase** with **SMS/Email** notification at backend to manage the user's artwork. (www.xiaofanye.com)
- Launched an e-commerce web app on **AWS EC2** with RESTful APIs written in **Go** on **MySQL** at backend combined with **HTML, JS and AJAX** at frontend to demo products and order online. (www.wildviewinc.com)

EDUCATION:

- **Master of Science**, Computer Science, GPA: **3.50** Aug 2016 - Jan 2018
University of Southern California, Los Angeles, CA
- **Bachelor of Science**, Computer Engineering Computer Science, GPA: **3.76** Aug 2013 - June 2016
University of Southern California, Los Angeles, CA

Awards: **Dean List**, The Viterbi School of Engineering 2013, 2014, 2015, 2016

PROJECTS:

Multiplayer FPS Game + Load-balancer, Team (Unity, C#, Go.) 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.
- Collaborated using **Agile** approach and **GitLab** for version control, develop and with scalability, reliability and efficiency. (<http://theoozeisloose.github.io/>)

Facebook Search App on iOS, Individual (PHP + MySQL, Angular, Swift.) Feb 2017 - May 2017

- An iOS app with featured searches including querying by people, events nearby, and hot spots.
- Utilized **Facebook Graph API** for data retrieval and **Core Location Library** for better data display
- Deployed to **Google Cloud** to reduce latency to less than 8ms for a large-scale user pool.

Multiplayer 2048 Game, Team (JAVA + MySQL.) Sep 2016 – Dec 2016

- Designed and developed a multiplayer 2048 game featured with collaborative and competitive modes.
- Architected the game with **OOD** and **MVC** design pattern.
- Implemented a fair-game matching making system that utilized **Xbox TrueSkill algorithm**.
- Debugged and qualified codes via **JTest** by building **automated testing unit** to simulate all cases.

TECHNICAL SKILLS:

Programming languages: C, C++, C#, JAVA, JavaScript, Go, Python, SQL, HTML, Objective C, Swift, PHP, SASS, LESS

Developer Tools: Linux, Google Cloud, AWS, GitHub, Unity, Bootstrap, React, MATLAB, Android