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Zhuohong Chen

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EDUCATION

University of California, Merced Bachelors of Science, Computer Science & Engineering

May 2020

Relevant Coursework: Software Engineering, Algorithm Design & Analysis, Data Structures, Object-Oriented

Programming, Database Systems, Computer Vision, Computer Graphics, Artificial Intelligence, Computer Architecture

PROFESSIONAL EXPERIENCE

Software Application Engineer Intern @ Workday

Pleasanton, May 2019 - August 2019

- Improved the employee review product area with new features that encourage communications between employees.
- Collaborated with product management, quality assurance engineers, and automation engineers to build web apps.
- Participated in testing and quality assurance processes and developed products under the Agile framework.
- **Leveraged Knowledge** in Object-Oriented Programming, Agile and Waterfall methodologies, Scrum, Jira, UML.

Programmer Analyst Intern @ G3 Enterprises

Modesto, June 2018 - August 2018

- Transformed data from the old ERP system format to SAP format by writing various test scripts for productions.
- Created, implemented, and documented test scripts to validate data and integrations correctness in the database.
- Reduced query execution time by collaborating with senior engineers to restructure and improve database designs.
- **Leveraged Knowledge** in Java, SQL, JavaScript, software systems, testing, debugging, database system

SOFTWARE PROJECTS

Image Processing Bot

- Developed a deep learning model using Python and Machine Learning that can process, recognize, and infer images.
- Incorporated the VGG16 and MobileNet architecture Convolutional Neural Network to train and test datasets, where the bot can accurately calculate the probability of an image showing either a cat or a dog.
- **Utilized:** Python, Keras, TensorFlow, Machine Learning concepts, Image Processing, Convolutional Neural Network.

Maia @ Software Engineering

- Created a Web Application that helps farmers to track product data and computes an efficient harvesting solution.
- Designed the user interface that accurately displays user and product information and database structure that efficiently manages various databases and tables.
- Collaborated with industry sponsors to test and debug the project and later presented the product in a competition.
- **Utilized:** HTML, CSS, Javascript, PHP, SQL, Microsoft Visual Studio, Web Development, SQLite Studio, Git.

City Explorer @ Computer Graphics

- Built a first-person drone-viewer that allows users to travel a 3D map from various angles and view animated objects.
- Imported a city with objects like buildings and streets, and added animated characters that travel across the map.
- Used Blender to process and edit still images to become animated characters that walk around the map.
- **Utilized:** C++, Microsoft Visual Studio, rendering, Blender, geometry processing, 3D Modeling, image processing.

Check-In Enhancements @ Workday

- Implemented a conversational feature as my intern project that allows employees to establish informal meetings to keep track of their collaborated work in the employee review product area.
- Integrated automation processes for the feature to improve the software quality of the feature.
- Added functions that allow users to set reminders, add attachments and add participants to improve efficiency.
- **Utilized:** Object-Oriented Programming and Design, Object Modeling, web applications, UML, automation.

Doodle Drop @ Object-Oriented Programming

- Created an alternated version of Doodle Jump using C++, Object-Oriented Programming concepts, and game physics.
- Built animated in-game obstacles that fall from the top of the screen for the players to dodge to earn scores.
- **Utilized:** C++, Object-Oriented Programming concepts, OpenGL, Git, physics, animation.

Helping Hand @ HackMerced

- Developed a mobile app using Java and Android Studio that searches for nearby volunteer opportunities or events.
- Incorporated Google Maps' API for users to locate and search for nearby valid community service events.
- Collaborated in a Hackathon team where I designed the object mode, user interface and tested the project.
- **Utilized:** Java, User Interface design(UI), Google Maps API, Android Studio, Mobile Development, Git.

LEADERSHIP EXPERIENCE

Theta Tau Professional Engineering Fraternity

Merced, May 2018 - May 2020

Potential Member Educator; Recruitment Chairman; Community Service Chairman

- Contacted, coordinated, and recruited new members who met the professional standards of the organization.
- Organized and supervised numerous service events for the fraternity to build a relationship with the community.
- Structured and mentored a group of new members by guiding them through lectures and an engineering project.

SKILLS

- **Software:** Python, Java, SQL, HTML/CSS, Javascript, C++, MongoDB, OOP, Git, Unix, PHP, Bootstrap, React