Zhuohong Chen



EDUCATION

University of California, Merced

BS, Computer Science & Engineering

Expected May 2020

SKILLS

Programming Languages

- C++
- Python

Relevant Coursework

- Object-Oriented Programming
- Algorithm Design & Analysis

Technologies

Agile Methodologies

- Java
- SQL
- **Data Structures**
- **Database Systems**
- Waterfall Methodologies

- HTML/CSS/Javascript
- Computer Graphics
- Artificial Intelligence
- Workday

PROFESSIONAL EXPERIENCE

Software Application Engineer Intern @ Workday

Pleasanton, May 2019 - August 2019

- Maintained and developed the company's HCM product using their cloud computing methodologies and technologies.
- Worked with a team of interns in a two-week boot camp to learn Workday's proprietary computing language.
- Participated in technical meetings to learn about new product features with other developers and product managers.

Programmer Analyst Intern @ G3 Enterprises

Modesto, June 2018 - August 2018

- Analyzed and prepared data for conversion from old Enterprise Resource Planning system to SAP S/4 Hana.
- Wrote, executed, and documented test scripts to validate data and integrations correctness utilizing SQL.
- Collaborated in a team to perform data analysis, query, and aggregate data for the company to improve execution time.

PROJECTS

Maia @ Software Engineering(HTML, CSS, Javascript, PHP, SQL)

- A farmer assistance tool that monetizes farm data and computes the most efficient solution for benefiting harvests.
- Worked with industry sponsors where I led designing and developing the functionality of the product.
- Takeaways: Software development techniques such as scrum, pair programming, refactoring, debugging.

City Explorer @ Computer Graphics(C++)

- Camera view based program in C++ that travels around a map model with animated objects in several specific views.
- Worked in a team where I designed the project and directed team members as the C++ full-stack developer.
- Takeaways: In-depth C++ programming concepts and utilizing functions in the OpenGL library.

Check-In Enhancements @ Workday

- A conversational feature that allows employees to establish informal meetings to discuss project and work progress.
- An employee-driven tool that encourages them to develop conversations to keep track of their collaborated work.
- Takeaways: Complex Object-Oriented Programming concepts.

Doodle Drop @ Object Oriented Programming(C++)

- A Doodle Jump alternated version where the main objective is to survive by avoiding the tiles falling from above.
- Worked in a team where each team member is delegated with research, study, and implementation tasks for the project.
- Takeaways: First time creating a game using Object Oriented concepts utilizing C++ and OpenGL.

Helping Hand @ HackMerced(Java)

- Service tool that searches for available community service events based on the user's location.
- Worked in a team where each member is distributed with the design, implementation, and quality check.
- Takeaways: Project implementation within a short span of time. Utilizing Java in Android Studio.

GoodMail @ Database System(SQL, PHP, HTML, CSS)

- An email database system where users and administrators receive and compose emails through an interactive UI.
- Worked in a team where I was responsible for designing the system, developing the UI and writing gueries for the database.
- Takeaways: Full-Stack Developer working in a team environment using SQL, HTML, PHP, and relational databases.

LEADERSHIP EXPERIENCE

Theta Tau Professional Engineering Fraternity

Merced, May 2018 - present

Potential Member Educator; Recruitment Chairman; Community Service Chairman

- Responsible for contacting, coordinating and recruiting new members who meet the professional standards of the fraternity.
- Organized and supervised numerous service events for the fraternity to build a strong relationship with the community.
- Managed and distributed several large budgets for the marketing of events to promote the fraternity.

AWARDS and RECOGNITIONS

Runner-Up, HackMerced 2019