YU ZHOU

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PROFESSIONAL EXPERIENCE

SYNOPSYS, *Software Engineer*   Pres. | Mountain View, CA

• Architected a Machine Learning Cluster for the DevOps team to reduce their testing machine usages by an average of 24 hours per week.
• Coded a universal parser for Synopsys's 32 products to preprocessing consistent data from the daily log file to JSON, then feed them into the Machine Learning Clusters.
• Created a sign off system applying RESTful API in Java that facilitates internal projects' approval process by 300%
• Designed a calendar view to assisting PM using open source rendering framework Vis.js

FREELANCER.COM, *Software Engineer*   Jan – July '17 | Hayward, CA

• Developed a large scope production web application from scratch, functionalities range from basic log in to advance authorization. Architected the project with the on-demand stack: NodeJS, Express, REST, MongoDB, Passport.js
• Refactored CSS code by changing its component structure to a 7-1 Sass pattern, code refactoring process largely influenced by DRY principle. Removed dependency from Bootstrap and implemented the grid system within Sass structure.
• Built a third-party stock trading API for that automatically updates every 24 hours. The API serves the data from a cloud mongo database, which was built to store data from web scraping parser.

SERENITY FORGE STUDIO, *Software Engineering Intern*   Jan – May '16 | Boulder, CO

• Coded Pixel Galax in C#, a game that was highlighted at *Smithsonian Institute* in 2016.
• Collaborated with a team of 15 people to create the King's Bird, a game was later featured by GameSpot.
• Refactored the code of an NES game from C to C# to be supported with WII, constantly code review after submitting the ticket. Made Pong in Unity and Snake in Java on the side at night

INDIVIDUAL PROJECTS

CODEJUDGE, *Click*   Pres. | Mountain View, CO

• Participated regularly in online coding competition platform, provided coding solutions and Q&A support
• Technologies used: Python,

BLOCKMASTER, *Click*   Jan - Mar '18 | Sunyvale, CO

• Built a blockchain from scratch in Python, performed 200 test transactions within 10 minutes.
• Technologies used: Python, SHA-256, JSON, Time.py

YELPCAMP | *Click*   May 17' – Pres.| Hayward, CA

• Created Yelp-like dynamic web app for users to rate, comment, and share campgrounds.
• Technologies used: Node.js/Express, MongoDB, Bootstrap, RESTful routing, Passport.js, Heroku.

UNI. OF COLORADO, SCIENCE DISCOVERY | *Click*   Mar - May '16 | Boulder, CO

• A static website gives a quick access to essential information at the Science Discovery program.
• Technologies used: Jekyll, GitHub Pages, JavaScript

TECHNICAL SKILLS

• **Languages(Proficient)** :   Python, Node, Java
• **Libraries/Platforms:**   Node.js/Express, Flask, jQuery, React.js,
• **Data/Databases:**   MongoDB, MySQL, Machine Learning, Spark
• **Cloud Platforms:**   Amazon Web Servies, Google App Engine, Heroku

EDUCATION

UNIVERSITY OF COLORADO BOULDER   Graduated '17 | Boulder, CO

• Bachelor in Computer Science
• **Master Level Courses:** Machine Learning | Data Mining| NLP with Deep Learning **|** AI: Principles and Techniques