

WEIYI ZHU

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EDUCATION

Swarthmore College

Bachelor of Arts in Computer Science

GPA: 3.88/4.00

Expected June 2023

Swarthmore, PA

WORK EXPERIENCE

Amazon

May 2022 – August 2022

Software Development Engineering Intern

Seattle, WA

- Accelerated the debugging process by 80% for on-call engineers by creating a parsing tool that finds metrics from logs.
- Designed the tool to be scalable, extensible, and capable of processing over 12k logs per minute.
- Utilized 5+ AWS services and led the project from design to implementation.

MetroNet

May 2021 – August 2021

Software Engineering Intern

Evansville, IN

- Automated the phone porting process which contributed to the company's 90% installation success rate goal.
- Revamped the field technician tools interface by replacing table designs with responsive card and grid layouts.
- Designed, implemented, and tested reusable global utility components.

Avidian Technologies

May 2020 – May 2021

Software Engineering Intern

Bellevue, WA

- Launched a desktop and web app that gave users easier access to reports and administrators better management tools.
- Saved the company \$1,200 annually by automating the process of creating new customer databases.
- Designed tables that displayed logs with sorting and searching features through server-side pagination.

PERSONAL PROJECTS

Hablink

May 2022

Team Project

- Developed a React Native mobile application that allows users to build and share habits with others.
- Implemented features for users to create/share habits, add/remove friends, and enter a competition with a friend.
- Used Firebase for user authentication, data storage, and real-time updates.

News Compare

Aug 2021

Personal Project

- Developed a news comparison website with keywords searching, source selections, and filtering options.
- Implemented a user authentication system with access and reset tokens using JSON Web Token.
- Allowed users to save, manage and recover their favorite searches and news articles.

9 PM - Team Finder

Sep 2020

Hackathon Project

- Developed an online teaming platform that helps gamers find teammates based on available time, games, and teams.
- Implemented features such as create/join teams, and edit/manage team information.

SKILLS

Programming Languages: Python, JavaScript, Java, C++

Frameworks: React (Native), Express, TypeScript, Redux, GraphQL, SQL, MongoDB, Firebase

Tools: Git, AWS, Unix/Linux, Figma, Heroku, Vim

Languages: English (fluent), Mandarin (fluent)