

# Wensong Zhang

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## EDUCATION

<b>Northwestern University</b> , Master of Science in Computer Science	2021 - 2022
<b>George Mason University</b> , Bachelor of Science in Computer Science	2016 - 2020
<b>Chongqing University of Posts and Telecommunications</b> , Bachelor of Engineering in Software Engineering	2015 - 2020

## EXPERIENCE

### MERN Stack Software Developer - BeaconFire Solution August 2022 – November 2023

- Implemented **lazy loading** techniques to enhance web application performance and harnessing the power of **Redux** for efficient data management.
- Employed **React.js** and its Hooks to manage state in functional components, ensuring efficient lifecycle management and responsive user interfaces.
- Proficient in **TypeScript** for static type checking, improving code reliability.
- Created secure RESTful back-end services using **Node.js** and **Express.js**.
- Developed and maintained the website using **Material UI**, implemented authentication with **OAuth 2.0** and **JWT**, and managed **MongoDB** schemas and **AWS S3** buckets.

### Software Development Engineer Intern - Ehelp Company, Inc. May 2022 – July 2022

- Collaborated on a team to develop and test new features for the company's web application by using **React.js**.
- Experienced in implementing **CI/CD** pipelines, streamlining the software development lifecycle.
- Proficient in setting up, configuring, and maintaining **Jenkins** pipelines for automated builds, tests, and deployments.

### Software Engineer Front-end - Ubisoft September 2020 - September 2021

- Developed and implemented front-end solutions for web applications using modern JavaScript frameworks such as **React JS**.
- Used **React Router Dom** to do navigation and redirection to different pages.
- Used **reducers** to receive actions from action creators to update store state in **Redux**.
- Implemented **Responsive Web Design** techniques, utilizing **flexible grids** and **Sass** for enhanced styling capabilities.
- Collaborated within **Agile** teams, actively engaging in daily stand-up meetings, sprint planning, and retrospectives to ensure the achievement of project goals.

### Software Tester Intern Quality Control - Ubisoft June 2020 - September 2020

- Conduct daily **Smoke Tests** to validate the build's stability, ensuring its reliability.
- Prepare concise and comprehensible reports detailing test findings and promptly communicate status updates to cross-functional teams.
- Conducted manual and automated testing of applications and reported defects using **JIRA**.
- Collaborated closely with assigned development teams to identify areas to test and construct clear and relevant test cases.

### Teaching Assistant - George Mason University February 2018 – May 2018

- Worked as a teaching assistant for **CS 211 Object-Oriented Programming(Java)** at Computer Science Department, Volgenau School of Engineering for 120 hours in total.
- Assessed using varied methods and techniques, give timely feedback to students to aid learning.

## PROJECTS

### Personal Website: [wensongzhang.com](http://wensongzhang.com) May 2023 – August 2023

- Developed a responsive website using **Next.js** to provide a seamless user experience and optimize server-side rendering.
- Implemented a modern and visually appealing design with **TailwindCSS**, enhancing the website's aesthetics.
- Deployed the website on **Vercel** for fast, reliable hosting and continuous integration, ensuring optimal performance and accessibility.

### Web-based Photo Sharing and Chatting Application January 2022 – April 2022

- Developed dynamic and browser compatible pages such as Sign-In/Sign-Up page, Posts Sharing page and Suggestion Page using **HTML**, **CSS**, **JavaScript**, and framework such as **React.js**.
- Implemented RESTful back-end with **Node.js** and **Python**.
- Designed the Entity-Relationship Model and the SQL Schema based on **PostgreSQL** database.
- Used **GIT** for source control and branches to **push** and **pull** commits while maintaining the latest up-to-date version of the code without merge conflicts.

## SKILLS

**Programming Languages:** JavaScript, TypeScript, HTML5, CSS3, GraphQL, Python, Java, C, C++, C#, Go, Swift, Kotlin, SQL.  
**Framework and Library:** React.js, Redux, Node.js, Express.js, Next.js, WebSocket, Material UI, jQuery, Bootstrap, TailwindCSS.  
**Database:** MySQL, MongoDB, AWS, Oracle, PostgreSQL.  
**Developer Tools:** Git, GitHub, JIRA, Postman, npm, Webpack, Babel, VS Code, Visual Studio.