William Zhong

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EDUCATION

Northwestern University, Evanston, IL   Anticipated June 2025
B.S. in *Computer Science, Minor in Economics* Cumulative
GPA: **3.57/4.00** · Major GPA: **4.00/4.00**

Relevant Coursework: Data Structures & Algorithms · C/C++ OOP · Computer Systems · Machine Learning

EXPERIENCE

Northwestern Financial Technologies Club | Evanston, IL   September 2022 - Present
Project Manager & Marketing Coordinator
- Coordinated with leadership and technical teams to establish workflow and track project progress
- Worked with a team of 10 students to develop a simulated stock exchange for high volume trading simulations
- Maintained club social media presence across multiple platforms; expanded LinkedIn reach to encompass over 600 unique visitors

Consulting Advising Student Enterprises (CASE) | Evanston, IL   January 2022 - Present
Analyst
- Served in a team of 6 that aided a startup with identifying funding sources and manufacturing partners
- Created a rich and in-depth funding source database of over 20 grant opportunities and seed funds
- Identified and organized over 10 viable manufacturing partners that aligned with the client's needs
- Contributed to a 1-year roadmap proposal that outlined key future steps and a pricing model for their product

Reynolds Consumer Products | Lake Forest, IL   June 2022 - September 2022
Master Data Management Intern
- Spearheaded a Customer Master Data clean-up project that required deep cross-functional collaboration with several business units
- Developed over 70 data quality exception reports that highlighted erroneous customer data entries and implemented an automated process to generate weekly reports
- Facilitated the process of correcting over 5000 data fields within Customer Master Data which improved overall data quality metric by 2 percent

PROJECTS

Zombie Survival Video Game | C++   June 2022
- Developed a zombie survival video game with C++ object-oriented programming and GE211 game engine
- Collaborated with a partner by using Git/GitHub version control system and pair programming
- Implemented unit tests for player movement, player and enemy health, projectile firing and collisions, and game state progression
- Compiled documentation explaining project specifications, functional requirements, and unit tests

Design Thinking & Communication Course | One-handed Bottle Opener   March 2022 - June 2022
- Designed and constructed a device that allowed a stroke survivor to open wine bottles with one hand
- Collected feedback on four assembled mockups through design reviews, expert consultations, and user testing; utilized this information to assemble final prototype
- Compiled documentation that included secondary research, instructions for use, and design rationale
- Coordinated team meetings and delegated responsibilities for a team of 4; presented final deliverables to the clients and peers during end-of-year project expo

SKILLS

Programming: | Python · C · C++ · JavaScript · HTML · CSS
Applications: | SAP BusinessObjects · Adobe Photoshop & Illustrator · MatLab · Microsoft & Google Suite
Interests: | Escape Rooms · Personal Fitness · Air Fryer Cooking · Lo-Fi Music