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Linda (Hanzhang) Zheng

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EDUCATION

RICE UNIVERSITY

BS in Computer Science, Statistics
Aug 2012 - May 2016
GPA: 3.7

COURSEWORK

COMPUTER SCIENCE

- Artificial Intelligence
- Game Creation & Design
- Operating Systems
- Concurrent Programming
- Database Systems and Design
- Object Oriented Programming
- Compilers
- Data Structures
- Advanced Algorithms

STATISTICS

- Data Mining
- Statistical Learning
- Financial Time Series
- Regression Analysis
- Bioinformatics

SKILLS

PROGRAMMING

- Java
- Python
- JavaScript/Typescript
- HTML/CSS
- SQL
- R
- Matlab
- C
- C++

FRAMEWORKS

- Spring
- Angular
- React
- AWS
- Android
- iOS

GITHUB

- https://github.com/yaylinda

EXPERIENCE

CAPITAL ONE | Software Engineer

July 2016 - Present | Plano, TX

- Promotion from Associate to Senior Associate after 1 year.
- Developed standalone Angular Widget that was easily integrated with all Financial Services applications to capture customer feedback. (Java, Angular, AWS, PostgreSQL, Splunk).
- Built ad-hoc data analysis platform using open-source Apache Zeppelin. Added additional features: connection to Redshift Clusters, schema browser, SQL parser/linter/visualizer. (Java, Angular, AWS, Redshift, ElasticSearch, Spark, R, Python).
- Implemented system for Call Center agents to record notes about customer communications for chats and phone calls. (Java, Angular, AWS, PostgreSQL).
- Designed and implemented Automated Handwriting System using RNN Machine Learning Algorithms, with UI, server, and polling client to write greeting cards to long-term customers (Python, Tensorflow, Angular, AxiDraw V3).
- Developed enterprise-wide API for Cloud file storage abstraction. Built as part of a larger initiative to resolve storage space issues in the on-premise Data Center. (Java, AWS, S3, SQL).
- Designed and implemented automated data migration system with weekly queries to extract files from on-premise Data Center and move them to the Cloud with unique IDs for fast retrieval. (Java, AWS, S3, SQS, CFT, SQL).

SHAPE SECURITY | KPCB Fellow + Software Engineering Intern

May 2015 - Aug 2015 | Mountain View, CA

- One of 60 out of 2500+ applicants chosen to be a Kleiner, Perkins, Caufield and Byers Engineering Fellow of 2015
- Upgraded Shape's open-source project, to support tooling for ECMAScript 2015. (Java, Javascript).
- Tools include: Abstract Syntax Tree node generator, Parser, Code Generator from AST, AST Validator, Fuzzer, Reducer, (De)Serializer.

PROS | Software Engineering Intern

May 2014 - Aug 2014 | Houston, TX

- Built tool to parse log files of various business systems and interactively display data using ELK stack.
- Built nightly email task to summarize flight booking statistics, using map-reduce algorithms in Java with a Cassandra database. (Java, Cassandra).
- Created APIs for Notification Service and Notes Service for Travel Agent System. (Java).
- Built validation utility to validate input data from users. (Java, SQL).

JONES MCCLURE PUBLISHING | Software Engineering Intern

June 2013 - Sep 2013 | Houston, TX

- Built two dynamic web applications and mobile-compatible versions: Income Tax Calculator, Child Support Calculator. (C#, Javascript/HTML/CSS).
- Built Administration site to track and display internal business data. (C#, Javascript/HTML/CSS).
- Wrote plug-in for FogBugs that allows non-IT employees to report bugs within the software to the Engineering Team.

OTHER PROJECTS

SIMPLE WAR | Personal Project

2018 | Anywhere

REST-ful, turn-based game with online match-making. Front-end built in Angular 4, with Java as the API and game-engine layer, MongoDB for game data storage, and websockets for real-time game-board updates. Players take turns placing cards (troops, walls, special) on the board. Player wins when a certain number of points have been scored. Points are earned from successfully moving troops across the board to the opponent's side, while the opponent places cards to stop advancement.

PARKING NAVIGATOR | Company Hackathon

Aug 2017 | Plano, TX

Project for internal Hackathon hosted by Capital One. Drone flies around campus on a pre-set path, taking aerial shots of parking lot. Sends pictures to server for processing, using edge detection to find empty parking spots.

DECODING THE BRAIN FROM ELECTROCORTICOGRAPHICAL READINGS | Undergraduate Senior Thesis in Statistics

Jan 2016 - May 2016 | Houston, TX

Analyzed ECoG data of brain frequencies obtained from 42 nodes placed on the brain of an epileptic patient while the patient watched videos of a person saying "rock" or "rain" with blurry or clear visual and audio. Goal was to be able to classify the type of stimuli based on the brain frequencies data. Used 3D and 4D Higher Order Partial Least Squares Methods for analysis. Found strong effects of priming in the brain (audio section of the brain became activated when visual start even if there is no audio yet, and vice-versa).

RECOMMENDATION SYSTEM COMPETITION | Term Project

Sep 2015 - Dec 2015 | Houston, TX

Class competition to build a system with the best recommendations for online dating profiles based on users' past ratings, using various statistical learning algorithms.

PAC-MITE COMPETITION | Term Project

Sep 2015 - Dec 2015 | Houston, TX

Class competition to find the best gene for a PAC-Mite species, using various AI and search algorithms that we learned throughout the semester.

CHIMEHACK 2 | Hackathon Participant + Honorable Mention

July 2015 | San Francisco, CA

Built an Android app that detects certain signals/gestures and sends a customized distress message to selected contacts.

COMPUTER GAME CREATION | Term Project

Jan 2015 - May 2015 | Houston, TX

Multi-player, cross-platform game, combining the game-play mechanics of Doodle Jump, and competitive nature of Mario Kart.