Jason Zheng

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Education

Stony Brook University

Expected May 2026 (available Dec 2026 for co-op/internship)

Bachelor of Science in Information Systems

Stony Brook, NY

• Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Discrete Mathematics, Scripting Languages, Linear Algebra, Database Management, Systems Administration, Computer Security

Technical Skills

Languages: Python, JavaScript, Java, SQL, HTML, CSS, Ruby **Frameworks & Libraries**: React, Node.js, Express, Tailwind

Technologies: Git, MongoDB Atlas, Postman, Render, BlueHost, Replit, MySQL, MS Access

Experience

REBNY Jul 2024 – Aug 2024

Software Engineering Intern

Manhattan, NY

- Drove a 25% drop in emailed tickets, saving an average of 6 hours of customer and support-staff inquiries weekly.
- Engineered full-stack Al lease-chatbot in Python hosted on Replit that enabled instant self-service support.
- Integrated OpenAl's API and trained on curated lease FAQ data, cutting average inquiry time by 35%.
- Authored detailed development **documentation**, slashing **onboarding** time and maintenance for new developers.

Projects

Chatty | React, Node.js, Express, MongoDB, Tailwind

Jul 2025

- Developed a **responsive full-stack** communication platform with **secure authentication** and **real-time chat/video**, scalable to over **+100 concurrent users** across **global** sessions, and purposed for collaborative language learning.
- Achieved consistent <200ms latency across all communication channels, prevented 100% of unauthorized access
 attempts during testing, and reduced front-end load times by 40% using TanStack Query caching.
- Implemented token-based authentication with JWT and Bcrypt and integrated Stream API for call/chat functions.

MERN Product Inventory | React, Node.js, Express, MongoDB

Jul 2025

- Developed a responsive full-stack e-commerce app with light/dark mode toggle, and full CRUD functionality.
- Deployed on Render with environment variables and automated builds; achieved 95+ Lighthouse audit scores.
- Built UI components in React with hooks and component libraries, achieving responsive design across all devices.
- Enhanced inventory tracking from primitive **spreadsheets** to instant product **add/edit/delete functionalities**, cutting management time for small-catalog inventories.

Pirate Gambling App (HopperHacks Mini-Track Winner) | HTML, CSS, JavaScript

Feb 2025

- Awarded **1st place** in the Treasure Trove of Talent Track at **HopperHacks 2025**, recognized for its innovative concept, engaging seamless gameplay, and effective implementation.
- Utilized Git version control to commit 60+ commits features and bug fixes while maintaining organized clean code.
- Developed a playful pirate-themed website, featuring **interactive games** designed to demonstrate **statistical improbability** and gambling risks through intentional negative player outcomes.

Walmart RFID System | Java

Jul 2023 - Aug 2023

- Engineered a Walmart-inspired inventory system managing over 100,000 items using list-based data structures.
- Improved inventory lookups and checkout by 35% through optimized search logic and efficient data storage.
- Implemented core features like item tracking, returns, and restocking, simulating RFID-based retail workflows.

Leadership

Theta Tau Professional Engineering Fraternity

Nov 2023 - Present

Web Development Chair

- Co-lead a team of 4 to develop a continuing fraternity website prototype to increase the chapter's digital presence.
- Leveraged modern web technologies including **React**, **JavaScript**, **HTML**, and **CSS** to ensure scalable architecture, responsive design, and seamless user interaction across devices.
- Mentored team members by teaching foundational basic web-development technologies and providing weekly meetings with hands-on support to resolve technical challenges to enhance team motivation and efficiency.