# **Jason Zheng**

**J** 631-569-6477

github.com/zhengjason0814

#### Education

#### Stony Brook University

**Expected Dec 2026** 

**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 AI 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</li> 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

- 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.