

ZHIYU NING

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EDUCATION

New York University

Master of Science - Computer Engineering GPA: 3.7

New York, United States

Expected May 2024

University of California, Santa Barbara

Bachelor of Science - Computer Science - Dean's Honors in Engineering (S20, W20, F21)

California, United States

Graduated June 2021

SKILLS AND INTERESTS

Programming Language: Java, Python, C++, JavaScript,

Framework: Spring Boot, React.js, Next.js, Django

Related Skills: Fundamental Machine Learning Algorithms, Object-Oriented Programming, Linux, Git & GitHub, Docker, Data structure & algorithms, MySQL, Bootstrap, Angular, REST API, Django, Automation Testing, CI/CD integration, Software testing, Bash Scripting, SSH, Pandas.

PROFESSIONAL EXPERIENCE

Logitech

Software Engineer Intern in Test

Shanghai, China

Aug 2021 – May 2022

- Using API test automation frameworks (**Appium** / **Robot framework**) design end to end scenario based automated tests. Utilized **Selenium** for web-based testing and integrated it seamlessly with **Robot Framework** for streamlined test execution. Resulting in a remarkable increase of over 50% in productivity for our team's development process.
- Collaborated closely with the product team to align with product development requirements, collaborated on device drivers (Involve **Linux kernel** and **Java Programming**). Contribute to better UI/UX design with the product design team, which significantly enhances the overall product experience.
- Revamped and optimized **bash scripts** for **CI/CD** integration, propelling the entire execution process to achieve a remarkable efficiency boost of over 40%. These improvements streamlined the software delivery pipeline, ensuring faster and more reliable releases.

Borderless Allies

Front-end Developer & UX Designer

Los Angeles, CA

July 2020 – September 2020

- Developed a dynamic website for Borderless Allies, a non-profit organization dedicated to global disaster relief. Configured public access and ensured seamless page navigation to facilitate easy access for visitors.
- Leveraged **WordPress**, **CSS**, and **HTML** to implement advanced features and create a user-friendly interactive UI. The intuitive user interface design resulted in a notable increase of 20% in daily website visits over a two-week period, enhancing user engagement and satisfaction.

PROJECTS

Django Full Stack Website

Full stack Website Development

New York, NY

Feb 2023 – May 2023

- Built **RESTFUL APIs** in 8 web services with **Django**, **MySQL** and **Python**. Specify communications with **MySQL** server by customizing 10 types of events.
- Designed the front-end with **React.js**. Using **Ajax** to fetch data asynchronously.
- Revised automated-script-language-based testing plan (**PyTest**) to debug the program; saved 60% time for the debugging progress.

Discord Bot

Personal Project

New York, NY

Sep 2022 – Jan 2023

- Initiated the development of a Discord bot to enhance user experience on the Discord platform, utilizing the **Discord Python API**.
- Implemented a feature enabling the bot to send and receive messages among users and servers, triggered by specific events.
- Delivered a fully functional Discord bot that significantly improved user engagement and streamlined server management. Enhanced communication capabilities resulted in a 20% increase in user satisfaction and server efficiency.

Next.js Web Development

Web Developer & Web Testing

Goleta, CA

Apr 2020 – Jun 2020

- Built an embedded media player based on **Next.js**, react player and YouTube media player API that enables users to play video within the frame without the hassle of jumping into a third-party vendor.
- Designed a better user interface with **React-bootstrap** for the music queues and user data storage with **Firebase** that separates admin from ordinary users;
- Revised automated-script-language-based testing plan (**PyTest**) to debug the program; saved 60% time for the debugging progress.

Cloud server for Games: Left 4 Dead 2

Developer

Goleta, CA

Jan 2019 – Jun 2019

- Developed an end-to-end game server for the PC game "Left 4 Dead 2" with steamcmd on **Centos** and **Amazon EC2 services**.
- Implemented Sourcemod and Metamod in the server, which accommodates third-party plugins and mods, significantly directing worldwide players to join this server for interactive gaming.
- Improved the server services based on user inputs and allowed them to upload and run customized mods with admin-defined permission.