# Zoe Ding

Actively seeking opportunities for Software Engineer Internship/Co-op for Spring or Summer 2021

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in zoe-mj-ding

September 2019 – December 2021 (Expected)

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# **EDUCATION**

#### Northeastern University, San Jose, CA

Master of Science in Computer Science | GPA: 4.0

Highlighted Coursework: Algorithms, Objected-Oriented Design and Java Programming, Computer Systems, Mobile Application Development, Discrete and Data Structure, Intensive Foundations of CS with Python

### Tianjin University, Tianjin, China

September 2013 – July 2017

Bachelor of Management in Logistics Engineering and Supply Chain Management | GPA: 3.5

Highlighted Coursework: Basis of Computer Software Techniques (C++), Computer Network, Database Applied Technique

# TECHNICAL KNOWLEDGE

**Programming Languages:** Java, Python, C, JavaScript, HTML, CSS, SQL **Database:** Firebase, MongoDB, MySQL, Oracle 10g/11g/12c

Frameworks & Tools: Node.js, Spring Boot, React, Bootstrap, Mongoose, Android Studio, Git, Linux, AWS

# **WORK EXPERIENCE**

# Northeastern University | San Jose, CA

May 2020 - August 2020

Teaching Assistant for Object Oriented Design (Java)

- Led breakout discussions and office hours with the instructor team, helped 15+ students acquire an in-depth understanding of OOD concepts, design patterns, fundamental algorithms, and basic data structures.
- Mentored on students' final projects to implement MVC architecture and GUI display using Java Swing library.
- Tested students' assignments with **Junit**, employed multiple strategies such as code walkthrough, drawing, and source code reading to help students gain better experience learning in a remote environment.

# Shanghai Dreamsoft Data Technology Co. Ltd. | Nanjing, China

August 2018 – June 2019

Software Engineer

- Built and configured web and mobile services for statistics departments using Apache Tomcat and Oracle Database.
- Maintained 8 servers (Linux/Windows) and collaborated with other engineers to test, debug, and maintain the large-scale
  Data Visualization Platform which contains more than 20 thousand sheets with more than 20 million data records.
- Scaled a standard backup routine using a **Shell script** with SSH protocol on Linux server and **DOS** commands with FTP transfer on Windows server, which prevented the company from losing 5000+ records after a sudden shutdown.
- Executed **scenario-based tests** and tracked bugs on both web and mobile applications, communicated with clients, and brought in more than 5 new change requirements from conception to production.

### **PROJECTS**

#### **Online Party Game for Android**

July 2020 – August 2020

- Created a multi-threading Android app (Fishbowl Online) in collaboration with two team members, using **Android Studio** with Java and **Firebase** Realtime Database for data storage.
- Optimized user interaction by handling concurrent users of different roles, leveraging the accelerometer to detect user gestures, and implementing a round progress bar widget to show time remaining every round.

#### **Movie Rating Web Application**

June 2020 – July 2020

- Constructed a full-stack website with RESTful routing on which user can create an account, upload new movies, and comment.
- Designed the back end with **Node.js**, **Express**, enhanced the user experience by creating responsive layouts with **Bootstrap**.
- Implemented data persistence with **Mongoose** to store users, movies, and comment data in **MongoDB** and deployed to **Heroku**.

# Pajaro Valley Community Health Trust Website in COVID-19 Hackathon

April 2020 - May 2020

- Led a team of three to build an "Eating for Wellness" fully-functioning CRUD web application for PVCHT who were eager to stay virtually connected with residents during quarantine and managed development progress with **Jira** as the Scrum Master.
- Developed a website to show recipes and cooking videos by using React and Spring Boot that connects to a MySQL database.
- Built a cooking course reservation page with **Google Calendar API** and an administrator interface for better maintenance.

## Simple Command Shell in C

February 2020 – April 2020

- Designed a command shell by using **C** and emulating the basic structure of a computer system with registers and memory.
- Performed arithmetic functions, base conversion, and file manipulations including executing commands inside a file.