

Ziling Wang (Zero)

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 [\[LinkedIn\]](#) |  [\[Github\]](#)

EDUCATION

University of San Francisco, San Francisco - BS & MS

BS: Aug 2016 - May 2020; MS: Aug 2020 - May 2021 (expected)

Computer Science 4+1 program. BS GPA: 3.96/4.00 MS GPA: 3.90/4.00

EXPERIENCE

Software Engineer Intern - Archermind Technology, Nanjing

May 2019 - Aug 2019

- Full-stack Android development in Java for carplay software, including weather and rear view display.
- Redesigned the data processing pipeline using dynamic programming and counting sorting algorithm and reduced system latency by approximately 20%.
- Optimized the notification/broadcasting frequencies to increase the system throughput.

Software Engineer Intern - Hewlett-Packard, Shanghai

May 2018 - Jul 2018

- Designed an image recognition pipeline for deep learning workflows and implemented software to analyze its feasibility in terms of performance and scalability.
- Refactored the APIs of Convergent Billing System for better system performance.

Teaching Assistant - University of San Francisco, San Francisco

Jan 2018 - PRESENT

- Designed test cases for assignments and optimized the auto-grading system.
- Tutor in labs, grade projects, collaborate with instructors and contribute to teaching ideas.

PROJECTS & ACTIVITIES

Self-Implemented Distributed File System

Sep 2020

- Implemented a distributed file system in Java that supports multiple storage nodes for managing data.
- Followed POSIX standards for Linux compatibility, minimized resource usage using probabilistic routing, accelerated data fetching with parallel retrievals, and supported concurrency using non-blocking I/O.
- Enforced system reliability by supporting fault tolerance with storage node failure detection and corrupted files recovery.

Neon-Juice: Behavior Based Dynamic Website Generator [\[link\]](#)

Fall 2019

- Designed a new paradigm for creating and generating dynamic websites using HTML, CSS, JavaScript, and Python, and the service can efficiently assemble the fragments into webpages.
- USF Senior Team Project Best Team Award.

USF Diversity & Inclusion Hackathon, San Francisco

Apr 2019

- Designed and implemented a protocol for job applications that can hide sensitive info & identity using blockchain in Python and Java.
- Received Top Algorithm Award.

USF 2019 Coding Contest, San Francisco

Apr 2019

- Won first place in the coding-contest-hackathon.

Pong-online Game

Fall 2018

- Developed a multiplayer pong game using sockets connection and java applet/2D graphics.

SKILLS

Programming languages: Java, Python, Golang, C/C++, HTML, SQL, JavaScript, CSS, Racket, QBasic

Tools and Frameworks: Flask, NumPy, Sklearn, Matplotlib, Seaborn, Android Studio, Apache Beam, GCP (BigQuery, Dataflow), Gson, Jetty, Netty

Related Courses: Data Structures & Algorithms, Software Development Principles, Operating Systems, Blockchain, Computer Architecture, Data Processing in Cloud, Machine Learning, Big Data