

# ZHI YANG LIM

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## EDUCATION:

University of Washington, Seattle

September 2021 - June 2025

Bachelor of Science: Computer Science

Dean's List, GPA: [3.88]

- **Relevant Courseworks:** Data Structure and Algorithms, System Programming, Intro to Data Management, Software Design and Implementation, Discrete Math and Probability Theory, Hardware/Software Interface
- **In Progress\*/Intended Courseworks:** Operating Systems\*, Computer Security\*, Distributed Systems, Intro to AI, Machine Learning, Networks, Data Center Systems

## WORK EXPERIENCE:

Paul G.Allen School of Computer Science & Engineering, UW

Seattle, WA

Undergraduate Teaching Assistant (CSE 312)

June 2023 - Present

- Teach weekly sessions, host office hours and collaborate with other TAs in grading and designing course content.
- Course topics include Statistics and Probability Theory, and the application to real world programming.

UW CIRCLE Mobile Application

Seattle, WA

Software Engineer Lead

June 2023 - Present

- Leading the development of a non-profit mobile application for UW CIRCLE, an official student organization, using **React Native**.
- Enabling students to stay informed by providing a centralized hub for news, updates, and archival recordings, contributing to enhanced campus connectivity.

Spark Internship

Seattle, WA

Software Engineer Intern

July 2023 - Aug 2023

- Built a dynamic website from ground up using **React**, **AWS Amplify**, and **GraphQL** within a 5-week timeframe.
- Collaborated closely with Product Managers, Software Engineers and UI/UX Designers to successfully deliver a high-quality product.
- Conducted thorough integration and system testing to ensure the seamless interaction of various components and validate overall system functionality.

UW CIRCLE

Seattle, WA

Peer Adviser, Peer Connection Leader

June 2022 - June 2023

- Connected international undergraduates with campus resources and provided 1-to-1 consulting services to students.
- Organized fun activities to enhance cultural understanding, as well as social aspects of being a college student in the U.S.

## PROJECT:

[DubWalks](#) | *DubHacks 23'*

October 2023

- Implemented a MVP mobile application using **React Native** that allows UW students who are on the app to find a walking buddy to walk home with.

**333gle Search Engine(Mini Google)** | *Class Project*

Mar 2023 - June 2023

- Engineered critical data structures like hash tables and index files using C and C++ to optimize data organization and retrieval for the search engine.
- Demonstrated expertise in POSIX, skillfully managing file and network I/O while implementing stringent error handling and user input validation to enhance security.
- Delivered prompt and effective solutions to identified security flaws, reflecting a commitment to continuous improvement and the enhancement of system integrity.

[Aidhere](#) | *DubHacks 22'*

October 2022

- Implemented a MVP mobile application that helps people in emergency to seek help from nearby certified first responders during DubHacks.

**UW Campus Pathfinder** | *Class Project*

Mar 2022 - June 2022

- Implemented a directed graph with Dijkstra's algorithms to calculate the most efficient routes between campus buildings.
- Developed a **full-stack web application** and utilized **React** to design the GUI and enhance navigation efficiency

## TECHNICAL SKILLS:

- **Languages:** Java(proficient), JavaScript, C, C++, Python, SQL, TypeScript, GraphQL
- **Tools/Frameworks:** Git, HTML/CSS, React.js, React Native, Node.js, VS Code, IntelliJ, JUnit, Google Suite, Material UI, JIRA, API, AWS Amplify, Microsoft Azure
- **Operating Systems:** Windows, Mac, Linux