

Shuning Zhang

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EDUCATION

University of Southern California, Los Angeles, CA

GPA: 3.87/4.0

Viterbi School of Engineering

M.S. in Computer Science

Jan. 2023 – May 2024

B.S. in Computer Science

Aug. 2019 – May 2023

Dornsife College of Letters, Arts and Sciences

B.S. in Computational and Applied Mathematics

Aug. 2019 – May 2023

Coursework: Data Structures, Object-Oriented Design, Discrete Mathematics, Algorithms, Full-Stack Web Development, Computer Systems Basics, Operating Systems, Video Game Programming, Programming Game Engines, Software Engineering, Artificial Intelligence, Machine Learning, Computer Graphics, Calculus, Linear Algebra, Numerical Methods

Honors: Dean's List since Fall 2019

ACADEMIC PROJECTS

ICAROS Lab Research (Python, Linux)

Fall 2022 – Present

- Work as a research assistant at the Interactive and Collaborative Autonomous Robotics (ICAROS) lab at USC under the direction of Dr. Stefanos Nikolaidis. Help develop a novel robotic system that facilitates humans in cooking: WeCook.
- Utilize the Robot Operating System (ROS) in the Linux environment and use PyBullet to render a simulated kitchen with a mannequin in 3d. Bind robotic arm control with a game controller, and simulate events such as item gripping/placement.

Covid Tracking App for USC (Android, Testing, Java, Class Project) | github.com/skkkzhang/CSCI_310_Covider

Spring 2022

- Worked in a 3-person team to create an android app tracking Covid data for 136 buildings in USC. Allowed people to check into the buildings and submit daily health reports. Displayed risk levels for buildings and courses.
- Responsible for the entire front-end development and implemented black-box testing with the Espresso API.

Calendar Application (HTML, CSS, Bootstrap, JavaScript, jQuery, PHP) | skkkzhang.com/calendar/home.php

Fall 2020

- Developed a multi-feature and interactive calendar web application to manage schedules, reminders, and diaries.
- Designed and implemented a responsive user interface with HTML, CSS, JavaScript, along with PHP for dynamic content.
- Normalized database schema to store user profiles, and complex schedule contents using MySQL database.

WORK EXPERIENCE

Software Engineer (React.js, Next.js, AWS)

08/28/2022 – Present

GameIn Inc., CA

- Work part-time in a 5-person team for an esports startup to create a platform for players, teams, and sponsors.
- Build skeletons for key frontend pages based on the Figma design using React.js, Next.js, and Amplify UI.
- Build the database schema and implement API calls with AWS technology stack (e.g., Amplify, DynamoDB, GraphQL, etc.).
- Connect frontend pages to backend services and set up user authentication with Cognito.

Course Producer (C++, Android, Java)

08/23/2021 – Present

USC Viterbi School of Engineering

- Worked as a teaching assistant for Data Structures and Object-Oriented Design and Software Engineering.
- Hold regular office hours to help students better understand course concepts and debug their codes in C++ and Java/XML.
- Assisted lab instructors in answering questions during lab sessions and participated in assignment/exam grading sessions.

Frontend Developer (HTML, CSS, JavaScript, React)

08/23/2021 – 12/11/2021

Daily Trojan, CA

- Assisted the Online Projects Editor to develop web projects 3-5 times a semester.
- Built websites independently based on Figma designs made by UI designers using HTML, CSS, and vanilla JavaScript.
- Cooperated with Daily Bruin's team from UCLA to create the rivalry issue website using React.js.

Software Developer Intern (React)

12/01/2020 – 01/31/2021

HireBeat Inc., NY

- Established development environment with python3, virtualenv, Django, node, and PostgreSQL to host website locally.
- Modified the frontend homepage of the website based on the image of the new design with React.
- Utilized React Bootstrap to build layouts of the webpage with Bootstrap's grid system and add styling to the web application with Bootstrap's utility classes.

TECHNICAL SKILLS

- Programming Languages: C++, Python, JavaScript, PHP, Java
- Tools and Frameworks: HTML, CSS, Bootstrap, jQuery, React.js, Next.js, MySQL, Git, Android, AWS, OpenGL