

# Sujun Zhu

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## Summary:

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A versatile energetic CS graduate offering extensive experience in full-stack developing, a reliable and productive engineer enthusiastic to solve technical problems, and a fast-paced researcher innovative to impact daily lives.

## Working Experience:

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**Part-Time Full-Stack Software Engineer**, WILDVIEW Inc, LA, CA

Date: Dec 2017 to present

- Developed a full-stack web application on Amazon Web Service utilizing a Go RESTful API server combined with React UI framework, JavaScript and AJAX at frontend to increase daily traffic by 25% and online revenue by 20%.
- Managed large-scale data storage and implemented a recommending system of products using the filtering algorithm and distributed computing on AWS cloud computing to scale and improve applications efficiency by 40%.

**Data Engineer**, USC Database Research Laboratory, LA, CA

Date: May 2016 to June 2016

- Collected data of patients' movements using Kinect, created and formulated mathematical models to improve traditional diagnosing processes from 30 minutes to 5 seconds.

## Projects:

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**JAVA Full-Stack Multi-User 2048 Game, Team**

JAVA + MySQL

- Designed and developed a game project with JAVA UI, JAVA E2E and MVC model to improve gameplay user experience and optimize match-making latency to less than 0.5 second on average.
- Debugged and qualified the code by building automated testing unit to simulate common use cases and corner test cases to enable troubleshooting automation and improve debugging efficiency.
- Designed and solved problems with other software engineers via Slack and Asana, or by writing on whiteboards

**Unity Full-Stack Multiplayer FPS Game with a Go Load-balancer, Team**

C#, Go

- Improved a multiplayer FPS game by optimizing code structure, and information networking through Unity transport layer API to reduce latency in gameplay by 25%.
- Created a load-balancer with Go RESTful API to accommodate massive instances running simultaneously. (E.g. 20-instances stress testing conducted.)
- Implemented VOIP feature in 3D space by creating customized filter algorithms and applying physics formulas to create better game immersion and gameplay communication solutions.
- Collaborate using Agile approach and Git version control to design, develop and with scalability, reliability and efficiency.

**Optimized Facebook Search Full-Stack Mobile Apps (iOS), Individual**

PHP + MySQL, HTML, CSS, Swift

- Developed a PHP backend API using Facebook SDK and a frontend iOS app with Core location to attract users by making featured searches, like searching people and events nearby, and searching hot spots
- Deployed the server to Google Cloud which reduces the latency to less than 8ms for a large-scale user pool.

## Education:

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University of Southern California, Los Angeles, CA

**Master of Science**, Computer Science, GPA: 3.50

From Aug 2016 to Dec 2017

**Bachelor of Science**, Computer Engineering Computer Science, GPA: 3.76

From Aug 2013 to May 2016

Awards: Dean List, The Viterbi School of Engineering

2013, 2014, 2015, 2016

*Selected Coursework: Algorithms, Data Structures, NoSQL Database, Machine Learning, Mobile Applications Development, Artificial Intelligence, Large-Scale Systems Development, Embedded Systems Design, Software Design, Web Technologies*

## Technical Skills:

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Programming languages: C, C++, C#, JAVA, JavaScript, Go, Python, SQL, HTML, Objective C, Swift, PHP

Developer Tools: Linux, Google Cloud, AWS, Git, Unity, Bootstrap, React, MATLAB, Spring, Android