Zhizhang Deng

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A solution-focused and technically competent Software Engineer, with 100+ full-stack projects completed as a freelancer for over 8 years, highly experienced in C++, Python, Java, JavaScript, Angular, HTML5, CSS3, Bootstrap4, SQL, AWS, and other technologies, implementing the best strategies that improve workflows, services, and teams. Having architected and developed technical solutions, I excel at driving all phases of projects by transforming simple requirements into quantifiable growth and revenue, building and configuring secure products, visualizing, and delivering expected results. Committed professional, highly organized, capable to work under pressure with progressive teams to implement solutions that perform.

Skills

- C++, Qt Framework, Qt Creator, CppCMS
- Python, Django, Flask, PyCharm
- Java, Spring Boot, Spring Framework
- JavaScript, jQuery, Angular, TypeScript
- HTML5, CSS3, Bootstrap4, responsive design, mobile dev
- AWS (Amazon Web Services) – EC2, S3, etc.

- Database administration, SQL, MySQL, SQLite, MSSQL
- Assembly, Protocol Buffers, CMake
- Git, GitHub, Git workflows, SVN
- Linux & Windows Administration, Apache
- CLion, Visual Studio, VSCode, Vim, IntelliJ IDEA, Eclipse, Xcode
- Agile Methodology, SCRUM, Waterfall

Professional Career

JUNE 2020 – AUGUST 2020
GPT Software Engineer Intern / ADP, Roseland, NJ

- Migrated important parts of the iPay CSR Admin application from using the legacy model to a SynerG-based model, improving workflows and processes using secure methodologies
- Implemented a new feature for the existing web application that automatically sent extracted Pay Statements from iPay to PiBrain engine using a secure environment
- Created a website and a well-defined API to display data files received from PiBrain and made them available for download from iPay CSR Admin application through secure channels, preventing security breaches and potential bottlenecks
- An active member of a team of 3, carrying the whole team to complete the project successfully within the agreed deadline
- Implemented UI components using modern front-end technologies that enhanced the user experience level, increasing their satisfaction and engagement rates across multiple platforms
- Successfully collaborated with different team members including seniors, from whom I accumulated valuable information
- Gathered project requirements and defined short-term goals that allowed us to plan, build, and monitor technical implementations, ensuring that every task was completed on-time, within the estimated budgets

JUNE 2019 – SEPTEMBER 2019
Software Engineer Intern / Supernova Aeronautic Technology, Greater Seattle Area, WA

- Actively involved in developing an air traffic control (arrival manager) project, following well-defined requirements, budget & deadline
- Successfully collaborated with various clients to design and define requirements for new websites and web applications that followed their business objectives
- Maintained complex databases hosted on Linux servers, providing optimum performance with efficient backup and restore processes
- Deployed and maintained the company's website and databases on Linux-based servers, enhancing operations as well as automating processes and workflows
- Communicated with different companies, negotiating and creating partnerships that proved to be a real success
- Worked closely with various departments, including the administrative department and key stakeholders, proposing new solutions as a Project Lead for the Arrival Manager project that were quickly adopted and put into practice, generating expected results

APRIL 2016 – JULY 2018
Lead Developer / Phenomenal Team, Guangzhou, China

- Developed an online platform based on multiple variables and complex algorithms that provides a simulation environment for the business world
- Designed and implemented multiple simulation functionalities such as realistic currency exchange markets and supply chain management solutions, focused on improving the user experience and engagement levels
- Planned, set up, and monitored multiple business simulation competitions with 1000+ participants, organizing and delegating roles
- Proposed viable solutions that improved the server performance by 90%, utilizing event-driven network programming and binary TCP protocol that generated outstanding results
- Successfully collaborated with various departments, proposing and implementing technical solutions that performed

Projects

MARCH 2019 – PRESENT
VLC Media Player / GitHub Link
A well-known project for which I contribute as a collaborator for the iOS part, designing and implementing the Files Sorting feature for Cloud Integration, as well as theme color support for various UI components used by multiple users across multiple environments.

SEPTEMBER 2017 – PRESENT
Rutgers Course Sniper / Website Link
Creator of a friendly and scalable web application that allows students to quickly register classes the moment they become available. Until now, this application helped Rutgers students to successfully register for the classes they want for at least 100 times, facilitating the enrollment process throughout a fast and secure environment.

AUGUST 2019 – SEPTEMBER 2019
Earlybird
Built an integration program to help real estate short sellers to find potential leads in a short time. The system was designed based on a complex algorithm that fuzzily performs cross-references between new short sale listings from a website with a database. Also, after releasing the first version, I performed a lot of optimization by improving 85% of database lookup time using indexes and optimized SQL structures that generated expected results quicker.

APRIL 2019
WebReg Chrome Extension – HackRU / GitHub Link
A Chrome extension that implements several functionalities and makes registering for classes easier on WebReg, enhancing processes using modern code practices and secure methods.

OCTOBER 2018
Swipe Optimizer – HackRU / GitHub Link
Designed, developed, and implemented a meal swipe optimizer that helps Rutgers' students to get the most out of their meal swipe in a friendly and fun environment.

OCTOBER 2018
Unity 2D Game – HackRU
Successfully collaborated with a progressive team to design, develop, and implement a 2D game using Unity, a game development engine that allowed us to use high-quality audio and visual effects on every screen and device without distortion.

Education

SEPTEMBER 2017 – MAY 2021
Bachelor's Degree in Computer Science / Rutgers University, New Brunswick, NJ
COURSEWORK: Data Structure, System Programming, Operating Systems, Discrete Structure I/II, etc.

Languages

Name	Proficiency Level
English	Fluent
Mandarin (Chinese)	Native
Cantonese (Chinese)	Native