HAROLD(ZHINING) WANG



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EDUCATION

Northeastern University, Boston

Sep2021 - Dec2023

Master of Science in Computer Science, GPA 3.71

University College Dublin & Beijing University of Technology

Sep2017 - July2021

B.Eng. in computer science - Internet of Things (Joint Degree), GPA 3.62

SKILLS

- Programming Languages: Java, JavaScript, C, HTML, Python, SQL, MATLAB, Verilog-HDL, Linux Shell
- Tools & Frameworks: Git, Spring, MyBatis, React, Node, MongoDB, DynamoDB, Redis, Maven, Gradle, RabbitMQ, Docker, Elasticsearch, CI/CD, Kubernetes, AWS, Nginx.

EXPERIENCE

Northeastern University

Sep2023 - Present

Teaching Assistant/ CS6650, Building Scalable Distributed Systems

Seattle, US

Assist teaching and grading, help students understand concepts of metrics, microservices, and tools such as AWS SQS, Aurora, **RabbitMQ**, **JMeter**, **Redis**, and build scalable distributed systems via assignments and sessions.

JreamScape LLC

Jul2023 - Sep2023

Software Engineer Intern/ Python, AWS, GPT API, React. is

Remote, US

Worked on a project that generates videos based on MoviePy, Azure speech-text recognition, GPT prompts. Managed to get synced lyrics dictionary from audios. Automated API communication with the short-video platforms using AWS auth and Selenium. Created UI interface to automate the project for scheduled uploading and content preference using React.

Chinese Academy of Sciences

Jan2020 - Feb2020

Engineering Intern | Python, JavaScript, MATLAB, React.js, Machine Learning

Suzhou, China

- Constructed an internal testing web page with React, js, Redux and Ant Design. Applied prioritized loading and Service Worker for caching on the client side to enhance the performance.
- Conducted research of Few-shot learning algorithms for wind turbine blade flaw detection, applied multiple evaluations to the proposed models in papers using Python. Tuned the crucial hardware parameter in products using MATLAB.

Kingdee Software

Jul2019 - Sep2019

Software Engineer Intern, Backend / Java, MySQL, Spring, Git, RESTful, gRPC, Redis

Shenzhen, China

- Worked in an enterprise data visualization and analysis development team of an ERP software provider. Responsible for implementing comment related functionalities. Designed data models and SQL queries, and ensured support of comment threading and nesting. Implemented **RESTful** APIs and wrote an interceptor for **pagination**. Cached user bios info with **Redis**, and optimized the gRPC call with payload compression, connection pool, resulting in improving the overall response by 30%.
- Collaborated closely with a major stakeholder and resolved data formatting issues in the product.

PROJECTS

Multi-Tasking Operating Systems Kernel | C, Linux, X86 Assembly, GDB, QEMU

Used C, assembly, Linux kernel design patterns to build a demo multi-tasking OS Kernel that has an interactive shell, FAT16 file system, with the ability of memory management, paging, interrupt, crash-handling, ELF-files loading.

Google Meet clone - Real time online conferencing | Node.js, JavaScript, WebRTC, Sokcet.io

Used Node.js to develop a web-based conferencing application, with functionalities of real-time screen sharing, video streaming, recordings, and file sharing. Deployed on **Heroku**, with an avg **latency** of under 140ms in the test of 10 participants.

Microservice Structured News Forum | Java, RabbitMQ, MongoDB, Redis, AWS, Docker, Elasticsearch, JMeter

Created a News forum with user authentication, file-uploading by GridFS, account administration, content management with Spring-Cloud. Applied RabbitMQ to decouple auditing and scheduled publish to improve scalability. Built a cache with Redis while ensuring the data consistency. Used Elasticsearch for News search. Deployed on AWS EC2 with Docker and used JMeter for **load testing**. Utilized **AWS ELB** to improve the **throughput** by 90%, to over 1800/s, and p99 response time under 100ms.

3D Facial Reconstruction Application / JavaScript, WebGL, React, js, Nginx

- Developed an interface of a machine learning reconstruction algorithm by WebGL and React.js that renders the JSON 3D data based on the object illumination patterns with the provided 2D facial images.
- Accelerated the application by over 40% from implementing an observation-distance based multi-level rendering.