

TERRENCE ZHANG

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Education

Stevens Institute of Technology

Sept. 2022 - May. 2026

Bachelor of Science in Computer Science

Hoboken, New Jersey

- **GPA:** 3.9; **Awards:** Dean's List, Lawrence T. Babbio '66 Pinnacle Scholars Program, Edwin A. Stevens Scholarship, Presidential Scholarship Upsilon Phi Epsilon Honor Society
- **Relevant Coursework:** Data Structures, Algorithms, Discrete Structures, Web Development, Database Management Systems, Systems Programming, Computer Architecture, Linear Algebra, Statistics

Experience

Research Assistant

June 2024 – August 2024

Stevens Institute of Technology

Remote

- Collaborated on the development of a game engine using Phaser, focusing on enhancing performance and functionality.
- Optimized game performance through efficient coding practices and resource management, improving frame rates and reducing latency.
- Authored comprehensive documentation for the game engine, facilitating easier adoption and implementation by other team members.

Software Engineer Intern

June 2022 – August 2022

Tech Incubator at Queens College

Remote

- Quickly learned and applied new technologies such as React, Node.js, and Socket.IO to develop a real-time chat application.
- Effectively managed and prioritized various client requests, delivering tailored features and improvements in a timely manner while maintaining high standards of code quality and customer satisfaction

Projects

Social Media Web App | *Next.js, Typescript, Prisma, TailwindCSS*

September 2023

- Developed a Reddit clone using Next.js, leveraging server-side rendering for enhanced performance and SEO, while maintaining a responsive design with TailwindCSS.
- Designed and managed PostgreSQL database schemas using Prisma ORM, facilitating efficient data management and seamless application integration.
- Designed and integrated core features such as post creation, voting, commenting, and user profiles, ensuring a seamless user experience and scalable architecture.

Stevens Blueprint User Management API | *Golang, Redis, Docker*

April 2024

- Developed a RESTful API in Golang for Stevens Blueprint, utilizing Redis for efficient caching and session management, and Docker for containerization, ensuring seamless deployment and consistent environment across development and production.
- Implemented comprehensive unit tests using Go's testing framework, ensuring code reliability and achieving high test coverage to maintain API functionality and stability.

Python Chess Program | *Python, Pygame*

December 2023

- Designed and developed a fully functional chess game in Python using Pygame, featuring an intuitive GUI that supports player vs. player mode.
- Implemented core game logic and rules, including piece movement and check/checkmate detection, while ensuring smooth animations and responsive user interactions within the Pygame environment.

Rutgers Hackathon | *React.js, Express.js, MongoDB*

October 2023

- Led a team of 4 in rapidly developing a MERN stack forum web app within a 24-hour hackathon, incorporating MongoDB for data storage, Express.js for server-side logic, React for the frontend, and Node.js for backend functionality.

Technical Skills

Languages: JavaScript/Typescript, C#, SQL (PostgreSQL), Python, Java, Golang, HTML/CSS

Frameworks/Libraries: React, Next.js, ASP.NET Core, Node.js, Express.js

Tools: Git, Docker, Linux, CI/CD, EF Core, MongoDB, Redis, Visual Studio Code, JetBrains IDEs