

Brian Zhang

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EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science in Engineering in Computer Science

Graduation Date: December 2025

- **Coursework:** Data Structures and Algorithms, Database Management Systems, Computer Organization, Web Systems, Web Design, Development, and Accessibility, Discrete Mathematics, Computer Vision
- **Organizations:** CodePath, Headstarter AI, MHacks, Michigan Hackers, Michigan Open UX

WORK EXPERIENCE

Lead Software Engineer

Sept. 2023 – Present

VOID Tech | *University of Michigan*

Ann Arbor, MI

- Leading a team of 6 developers and 2 designers, delegating 50+ tasks, reviewing 20+ branches, resolving pull requests and merge conflicts, making 50+ commits, and aligning full-stack operations to launch Park Swift app
- Engaging in all phases of the development cycle by designing 13 Figma wireframes, developing 8 components and 10 ScrollView screens for Park Swift app; redesigned and added to Current2 News website with 7 Figma wireframes

Software Engineer

Sept. 2024 – Present

Tech for Social Good | *University of Michigan*

Ann Arbor, MI

- Build a full-stack website using React, Next.js, Tailwind CSS, Framer Motion, and AWS tools to implement admin, mentor, and parent views for Ballet & Books portal with a project manager, 4 UX designers, and 2 web developers
- Develop curriculum page for downloading weekly PDF files, calendar page with Google Calendar integration for events, registration page using Google Forms, and mentor profile page with background info and upcoming courses

Software Engineer

May 2024 – July 2024

The Restaurant Launch

Remote

- Programmed an automated web scraper with Selenium, BeautifulSoup, and pandas to log in, navigate links, and extract, organize, and generate quiz results for 560 employees across 20 restaurants enrolled in a Kajabi course
- Integrated Google Sheets API and GCP to export quiz results from 8 sections and calculate employee averages

Producer

Sept. 2023 – May 2024

WolverineSoft | *University of Michigan*

Ann Arbor, MI

- Directed the production of *Tails of War* and *Corrupt Eldritch Order* on Steam by leading weekly meetings and playtesting with a team of 8 members across design, audio, programming, QA, and art in an agile environment
- Monitored SourceTree, assigned 147 Jira issues, and created studio workflows in Confluence and Google Drive

PROJECTS

Park Swift (Parking Reservation App) | *React Native, Firebase, Google Maps API*

Sept. 2023 – Present

- Implementing React Native and Expo Go to support app responsiveness across all iOS and Android device models
- Integrating Firebase with Google Maps and Places API for database, geolocation, and real-time location services
- Developing UI components and ScrollView with React Native navigation, searchbar, calendars, and RNPickerSelect

Raptor (Zoom AI Chatbot) | *Python, Docker, Flask, Node.js, AssemblyAI, FFmpeg*

Sept. 28 – 29, 2024

- Constructed a pipeline with Python, Zoom SDK, AssemblyAI, and FFmpeg to transcribe meeting recordings
- Deployed a Dockerized system on Ubuntu with Node.js and Pulseaudio to convert PCM files into MP4 format
- Designed a Flask API enabling a Zoom bot to interact with participants and respond to questions in Zoom chat

SocialBrain (AI Chatbot Platform) | *Python, Django, Vertex AI, JavaScript, SendGrid*

Aug. 2024

- Developed a chatbot platform with Python, Django, and Vertex AI, generating AI responses from user resources
- Implemented user authentication, profile management, and file uploads using JavaScript, SendGrid, and FileField

PantryMate (Inventory Management Website) | *React, Next.js, Firebase, Vision AI, Vercel*

July – Aug. 2024

- Deployed a React and Next.js application on Vercel using Firebase for user authentication and data management
- Integrated Vision AI image classification, session storage, list optimizations, loading indicator, and Material-UI

TECHNICAL SKILLS

Languages: JavaScript, Python, SQL, Java, C++, Kotlin, HTML, CSS

Frameworks: React, Next.js, Node.js, Django, React Native, Flask, Tailwind CSS, Material-UI, Expo, Framer Motion

Developer Tools: Git, Google Cloud Platform, AWS, Firebase, VS Code, Vercel, IntelliJ, Android Studio, Xcode