Ray Zhang

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EDUCATION

University of California, Berkeley   Berkeley, CA
Bachelor of Arts in Computer Science   *Expected May 2026*
- Relevant Coursework: Data Structures, Algorithms, Computer Architecture, Internet Architecture, Discrete Math & Probability, Linear Algebra, Data Science, Computer Graphics, Database Systems
- Activities: Full-Stack Web Dev DeCal | Mentor, Computer Science Undergraduate Association | President, Chinese Student Association

EXPERIENCE

Software Engineering Intern | *Python, SeleniumBase, Git*   Jun 2024 – Aug 2024
DrKumo   *Buena Park, CA (Remote)*
- Built a SeleniumBase-powered automated QA testing framework from scratch, reducing manual test execution by 90% and increasing release velocity.
- Developed and maintained 50+ automated end-to-end test cases, improving product reliability and reducing production bugs.
- Partnered with designers and engineers to prototype an internal employee resource page in Figma, accelerating onboarding and knowledge sharing.

IT & Automation Specialist | *Excel, HTML*   Feb 2018 – Present
Dr. Zhang Neurology   *Victorville, CA (Hybrid, Part-Time)*
- Engineered an Excel automation tool that reduced daily batching & accounting time from 8 hours to under 1 minute (99.8% faster).
- Resolved high-priority IT incidents, preventing downtime and saving $10k+ in repair costs and hundreds of staff hours.

PROJECTS

Blackjack Card Counting Trainer | *TypeScript, React, Node.js, Express, Firebase, Jest, Tailwind, Vercel*
- Developed a responsive React + TypeScript SPA with a Node/Express backend for real-time blackjack strategy & card counting training.
- Implemented Firebase Auth + Firestore (rules/indexes) for secure profile persistence and session analytics.
- Created Jest unit/integration tests; deployed on Vercel with Tailwind CSS for mobile-first design.

Auto-Correcting Typing Software | *Python*
- Implemented backend logic to measure typing speed and apply intelligent auto-correction, improving test accuracy by 25% in trials.

KeyQuest | *Java, Git*
- Built a procedurally generated world engine with real-time input validation and customizable character/environment skins.
- Implemented core gameplay features including random world generation, menus, and persistent save states.

Ugly Dumplings | *Python, AI (LLaMA-2-13B), Git*
- Built an AI-powered web app that generates personalized recipes through ingredient parsing and advanced prompt engineering.
- Designed a scalable backend API integrating LLaMA-2-13B to dynamically generate cooking steps and ingredient quantities.

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, SQL, GraphQL, HTML, CSS, C, C++, Swift, Scala, Scheme, RISC-V
Frameworks: React, Node.js, Express, SwiftUI
Developer Tools: IntelliJ, VS Code, Spark, Xcode, Git, Vercel, Firebase Console, Jupyter Notebook, Trello
Libraries: SeleniumBase, Tailwind CSS, Jest, pandas, NumPy, Matplotlib, seaborn, truth
Additional: Mandarin (Chinese), Adobe Creative Cloud, Windows & macOS, Freelance Photography, Table Tennis, Juggling