

DILLON ZHANG

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Education: **MASSACHUSETTS INSTITUTE OF TECHNOLOGY**

Candidate for a Bachelor of Science in Electrical Engineering and Computer Science
Projected June 2020, Cumulative G.P.A. 4.7 / 5.0

Experience: **Dropbox** – Software Development Engineer Intern San Francisco, CA – Summer 2019

- Designed ProtoBuf format for communication between Dropbox's clients and servers
- Implemented Remote Commands to allow developer to debug Dropbox's clients without disturbing users
- Researched methods to throttle on the application level and implemented a flat-throttler and auto-throttler

GODADDY – Software Development Engineer Intern San Francisco, CA – Summer 2018

- Contributed to Personalization Service segmented over 8 million users
- Automated experimentation result analysis and classifications for future personalization
- Implemented Circuit Breakers to prevent cascading failures in the distributed system
- Aggerated data streams from behind Kubernetes clusters and visualized into a dashboard
- Acted as Scrum Master, led agile prioritization, refinement, and retro meetings

BOXAROO – Software Engineer Intern Boston, MA – Summer 2017

- Automated escape room puzzles using Arduinos to verify puzzle completion and assist in reset
- Designed JSON format to encode a room that could be interpreted and managed by an Express Server
- Connected audio, lighting, Arduino, Operator's user interface, and the Express server
- Designed protocol for communication between Express server and Arduinos through a serial port
- Fabricated physical props and set pieces for escape room

MORGAN STANLEY – Analyst in Technology Division New York City, NY – Summer 2016

- Branded third party applications to match firm standards
- Automated management of active internet connections and database for connections
- Designed REST service to generate JSON Web Tokens to serve as general API keys
- Constructed Flask Web Application that served as a frontend for the REST service

- Project Work:**
- Re-creation of Namco's Pac-Man, Battleship, and Simon using Processing (Java)
 - Parent Teacher Conference Online Scheduling using Flask (Python)
 - Freelancing Platform Web Application using Node.js (JavaScript)
 - IOT Dance Suit with Web Application Visualizer for Feedback (C, Python)
 - Dance Formation Visualizer and Editor (JavaScript)
 - Birthday Notifier and Event Planner (Python)
 - Event scheduler, similar to when2meet, with Google Calendar Integration (Python)

Notable Courses:	6.S08 Interconnected Embedded Systems	6.033 Computer System Engineering
	6.004 Computation Structures	6.034 Artificial Intelligence
	6.009 Fundamentals of Programming	6.042 Mathematics for Computer Science
	6.148 Web Programming Competition	6.046 Design and Analysis of Algorithms
	6.170 Software Studio	6.828 Operating Systems
	6.831 User Interface Design and Implementation	6.837 Computer Graphics
	2.009 Product Engineering Processes	18.06 Linear Algebra

Skills: **Programming Languages:** Python, JavaScript, Java, C++, C, NetLogo, Scheme
Computer Programs: Processing, Mathematica, GitHub, Arduino, Slack, Microsoft Office, Google Drive with Utilities, Adobe Photoshop, Adobe AfterEffects, OnShape, Cadkey, AutoCad, Inventor
Foreign Languages: Chinese (Mandarin and Shanghainese)

Service & Leadership:	MakerWorkShop & MakerLodge: Mentor	Spring 2017 – Present
	Global Teaching Lab: Instructor	Winter 2017 – Spring 2018
	Next Code: President	Spring 2017 – Present
	Next Act: Technical Director	Winter 2016 – Present
	Next Haunt: Build Director	Fall 2016 – Present
	Varsity Football: Offensive Lineman	Fall 2013 – Spring 2017