

Olivia Zhang

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EDUCATION

University of Illinois at Urbana-Champaign May 2021

Bachelor of Science in Computer Science + Linguistics

WORK EXPERIENCE

OppFi Chicago, IL / June 2021 –

Salesforce Software Engineer

- Developed and maintained a complex Salesforce system including APIs and microservices focused on customer servicing
- Designed, implemented and deployed new system features based on business requirements on a daily basis
- Designed, developed and refactored triggers, Apex classes, unit tests with maintainability and efficiency in mind
- Configured system metadata such as user permissions, custom layouts, custom settings etc. to meet system security and business needs
- Conducted unit, integration, end-to-end as well as manual testing to ensure delivery quality and reliability
- Investigated and addressed build issues, monitoring logs, feature bugs leveraging various debugging tools
- Drove changes and maintained internal tooling and CI/CD process
- Effectively communicated, fostered and collaborated with teammates through facilitating discussions, contributing to documentation, hosting workshops etc.

China Mobile Suzhou, Jiangsu, China / July 2019 – August 2019

Big Data Software Engineer Intern

- Developed a web application prototype on a team of two that automatically collects and categorizes reviews about popular travel destinations from major travel sites, conducts sentiment analysis on the data, sorts the extracted keywords according to occurrence frequencies, and finds matching travel destinations for users to customize their travel experiences in an efficient manner
- Designed and created an SQL database to store the review and ratings data for analysis
- Worked extensively with python HTTP packages, automation tools and python nltk libraries to process, analyze and visualize the data
- Optimized code with multithreading and conducted unit testing

UIUC Urbana, IL / August 2019 - May 2021

Course Assistant

- Guided Computer Architecture students in their learning by hosting lab sections, holding office hours, answering questions on Q&A sites
- Helped develop course content related to CPU design and assembly programming, improved the learning experience for students

PROJECTS

Job Recommendation Web App for UIUC Alumni March 2020 - May 2020

- Collaborated in a team of four and created a web application that makes job recommendations to UIUC students based on the courses they have taken, majors, work experience etc.; front end implemented with React Native
- Designed and set up an SQL database hosted on AWS to store public UIUC Alumni data collected from Handshake.
- Utilized Python sklearn KMeans package to analyze the data in order to make job recommendations

Be-a-helper Mobile Application October 2020

- Cross-platform donation manager app that makes suggestions on IRS verified non-profit organizations for various charity purposes, allows the users to organize links to their favorite charities, share with/like their friends' donation activities, set donation goals etc.
- Backend: Express.js, Passport.js, MongoDB; Front End: React Native

Palette Provider Android Application September 2020 - November 2020

- Android application designed to solve the challenge of mixing colors from real-life objects or photos for beginner painters
- Led a team of six in iteratively designing the application by conducting user research, user evaluation, prototype evaluation etc.

UNO Game September 2020

- Java implementation of a multi-player UNO Game with a GUI made with Swing, followed MVC design pattern, integrated AI players
- Utilized OOP principles to organize six different types of UNO cards, the player model and the game logic model

SKILLS

Platform: Salesforce CRM (Apex Development, LWC, Data Modeling)

Programming Languages: Apex, Python, Java, C/C++, Assembly, JavaScript, HTML, CSS

Tools: git, Linux bash, SumoLogic, Sentry; Database: SQL, SOQL, MongoDB, Neo4j