

Henry Zhu

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Software Engineer at Meta's Menlo Park headquarters, hoping to work on cutting-edge distributed computing, Android development, and end-to-end experiences that delights customers and creates social values.

Industry/Research

Software Engineer, Meta

April 2021—present: Engineering Bootcamp.

Software Engineering Intern, Microsoft

June 2021—Sept 2021: Cloud + AI Division: In the Platform Engineering Team, I am advancing the industry's standard for testing ABAP code, by developing a compiler-level ABAP interpreter + transcoder which can auto-generate ABAP code coverage reports and unit test code. This product left-shifts ABAP testing, allowing enterprise products to be shipped faster. Technologies Used: C#, ANTLR, Microsoft IntelliTest.

Undergraduate Research Assistant, UC-Davis

Mar 2021—present: Conducting research to find the political biases of the world's most popular social media platforms' recommendation algorithms (Twitter, Facebook, Reddit, and YouTube) under Professors Zubair Shafiq and Magdalene Wojcieszak. Developed a novel graph-based algorithm to classify political biases of articles and wrote Python scripts to parse through millions of Twitter users, taking advantage of high-performance computing techniques such as multithreading.

Software Engineer, CodeLab

Oct 2020—Jan 2021: Built Ambii's internal tool (<https://ambii.io/>) to query/update their database using React/backend APIs.

Software Engineering Intern, Microsoft

Jun 2020—Sept 2020: In the Enterprise Security Team, I work on developing a change monitoring system that automatically emails managers when employee privileges change. Role change data is neatly displayed onto a PowerBI report. Technologies Used: C#, Azure Cosmos DB, Microsoft Graph API.

Undergraduate Research Assistant, UC-Davis

Feb 2020—May 2020: Pre-processing data and training a deep learning neural network to identify swine farm locations based on satellite imagery, given data sets of known swine farm latitude/longitude coordinates.

Software Design Engineer Intern, Microsoft

Summer 2019: Worked for Microsoft through a contract from Pactera Technologies. Programmed automation technology that tags developer tickets through Python (Scikit-Learn, XGBoost, NLTK) and SQL. Streamlined end-to-end production pipeline.

Research Assistant

Summer 2017: Co-authored CS [paper](#) w/ UW-Tacoma professors on distributed systems/embedded technology, implementing IOT systems on Raspberry Pi. Published in 15th IEEE/IFIP International Conference on Embedded & Ubiquitous Computing.

Education

UC-Davis: [September 2019 – March 2022](#), B.S. Computer Science

Accolades

Invited Speech at the 2018 Chinese Institute of Engineers Annual Convention as its Top Scholarship Winner

Gave a speech titled, [What kind of influence will AI have on our future?](#), in which I describe the importance of embracing AI's benefits while cautiously monitoring the large-scale problems that AI will bring, from security to replicating human bias.

2017 USA Computing Olympiad Gold Division Qualifier

Achieved a perfect score, ranked 2nd/579 internationally (http://www.usaco.org/current/data/open17_silver_results.html)

Skills

Languages: Java/Kotlin, C, C++, Python, JavaScript, C#; Systems: Windows, Linux, MacOS.

AI/ML/Data Science: Python (Scikit-Learn, NLTK, XGBoost), SQL, Applied Mathematics

Projects

DiffFinder (Early 2020): DiffFinder is an Android app that highlights differences between 2 versions of a file (plain text, Docx, or PDF) or two versions of inputted text. 4,700+ downloads with high ratings from 176 countries.

Chatiton.com (Summer 2019): Map-based chatting platform that integrates a 3-D map-based UI (Mapbox, Node.js, Heroku)

Mazebattles.com (Summer 2018): Programmed a site where users race to solve mazes generated using Prim's Minimum Spanning Tree Algorithm (Node.js+Socket.io).

Languages: English, French, and Mandarin