

Amy Zhang

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EDUCATION

SUNY -Stony Brook University

August 2022-January 2026

Bachelor of Science in Computer Science

GPA: 3.2

- Data Structures & Algorithms, Systems Programming (C & Assembly), Multimedia Systems, Software Development
- Specialization course taken: AI, Web Security, Data Science

PROJECTS

Phreddit - A Reddit-like Application (*Team of 2 - React.js, JavaScript, HTML, CSS, MongoDB, Express*)

August 2024 - December 2024

- Built a social platform similar to Reddit using JavaScript and React.js
- Developed features for creating communities, posts, comments, and account management
- Integrated user authentication (login/signup)
- Implemented functionalities for creating, editing, and deleting posts and comments
- Used MongoDB, Express, and Axios to set up the backend with a working database

Chrial Network - Decentralized P2P File Sharing Platform (*Team of 60 | Utilized AI tools - Svelte 5, TypeScript, Rust, Tauri 2, Solidity, Ethereum*)

September 2025 - December 2025

- Built a BitTorrent-like decentralized file sharing platform with blockchain integration using Svelte 5, TypeScript, and Rust/Tauri 2
- Developed 12 core modules and 30+ backend services for P2P file transfers, reputation system, wallet management, and network monitoring
- Implemented HD wallet system (BIP32/BIP39), Ethereum blockchain integration with Solidity smart contracts, and Geth node connectivity
- Created Rust backend with DHT protocol, multi-source downloads, encryption (AES-256-GCM), and multi-protocol support (WebRTC, BitTorrent, ED2K, FTP)
- Built privacy features including SOCKS5 proxy, Circuit Relay v2, encrypted transfers, and Internationalization supporting 5 languages

Can You Escape - Narrative Escape Room Game (*Team of 2 - Ren'Py, Python*)

March 2026 - March 2026

- Built a narrative escape room visual novel using Ren'Py and Python with branching story choices and multiple endings
- Designed and implemented multi-room puzzle systems, including combination locks, Sudoku, and inventory-based clue mechanics
- Developed a countdown timer system, clickable UI interactions, and ambient audio integration across 5 scenes
- Created custom screen layouts, transitions, and a persistent inventory/clue tracking system

GYST - Group Trip Calendar & Availability Planner (*Team of 2 - React, TypeScript, Java, Spring Boot, PostgreSQL*)

March 2026 - April 2026

- Built a full-stack group scheduling web app enabling users to sync calendars, plan trips, and visualize shared availability across team members
- Implemented iCal (.ics) file import and parsing with Java/Spring Boot backend, storing and aggregating events across multiple calendars per user
- Developed real-time availability heatmap calendar UI in React/TypeScript showing per-day free slots, busy blocks, and optimal group meeting windows
- Designed JWT-based authentication, trip management system (create/invite/confirm members), and itinerary planning tab with confirmed date ranges
- Integrated PostgreSQL for persistent storage of users, trips, calendars, and events; built REST API with full CRUD and role-based trip ownership

TECHNICAL SKILLS

- **Languages:** Java, JavaScript, TypeScript, Python, C, SQL, HTML, CSS
- **Frameworks & Libraries:** React, Node.js, Express, Spring Boot, Docker, Tauri, Ren'Py
- **Databases & Tools:** MongoDB, PostgreSQL, Git, Swagger, AI-Assisted Development (OpenAI Codex, Claude), Google Workspace, MS Office
- **Languages Spoken:** English (Fluent), Mandarin Chinese (Fluent)