Jingzhi (Stephen) Su

(786) 205-6718 | jingzhistephen@gmail | Linkedin | jingzhi-su.github.io

Education

University of California, Berkeley August 2021 - May 2025
Bachelor of Arts in Computer Science *GPA: 3.94*

Relevant Coursework
Data Structures, Efficient Algorithms, Machine Learning, Computer Vision, Optimization Models in Engineering, Probability and Random Processes, Database Systems, Computer Architecture, Linux System Administration, Web Development

Awards and Honors
Jim and Donna Gray Endowment Award, Phi Beta Kappa Honor Society, Upsilon Epsilon Pi Honor Society, Dean's List

Technical Skills

Languages: Python, Java, C, Javascript, HTML/CSS, Ruby, SQL, Bash
Technologies: Git/Github, Spring Boot, MongoDB, REST APIs, Docker, Apache Kafka, Postman, AWS S3, Mockito, JUnit, React.js, Node.js, Express.js, Splunk, Jenkins, NumPy, Pandas, Matplotlib, Ruby on Rails, Firebase, Linux, Spark

Experience

Software Engineering Intern May 2024 – Aug 2024
Adobe Inc. *San Jose, CA*
- Leveraged Spring Boot to standardize communication between two services in a distributed system to a new protocol
- Improved user visibility into system workflows by increasing the frequency of updates and reducing latency by 30%
- Revamped UI using React to support an improved communication protocol for an more intuitive user experience
- Authored unit/integration tests within Spring framework and orchestrated end to end testing through Splunk

Intern June 2023 – May 2024
Esperanto Technologies *Mountain View, CA*
- Spearheaded development of an internal Python library to enable seamless interaction with a data acquisition device
- Achieved substantial improvements in data collection and debug capabilities within semiconductor bring-up and testing environments, focusing on optimization by leveraging C and incorporating multithreading techniques
- Conducted the refactoring of a pivotal codebase used to streamline interactions with chips for efficient testing and development workflows by leveraging Python, Paramiko, and PySerial, resulting in a 25% increase in testing speeds

Academic Intern August 2022 – December 2022
CS 61A: The Structure and Interpretation of Computer Programs *Berkeley, CA*
- Provided programming assistance and guidance to 30 students in weekly lab sections on key concepts including data structures, recursion, abstraction, interpreters, efficiency, and object-oriented programming

Projects

RookieDB | *Java* November 2024
- Implemented a DBMS capable of executing simple transactions, such as inserts, updates, and deletes, in series
- Added support for B+ tree indices and efficient join algorithms to optimize query execution and performance
- Integrated multi-granularity locking mechanisms, ensuring data consistency and concurrency control
- Applied database recovery mechanisms to ensure data integrity and durability in the event of failures

I Am Speed | *C* November 2023
- Accelerated 2D convolutions with advanced optimization techniques, achieving a 11x speedup compared to the official solution and surpassing 98% of student submissions on computations involving randomized matrices
- Leveraged Intel Intrinsics SIMD instructions and the OpenMP multi-threading library to achieve data-level and thread-level parallelism optimizations, enhancing application performance and efficiency

Gitlet | *Java* January 2023
- Developed a version control system that mimics basic features of Git and implemented 15+ of Git functions
- Built an efficient process to create, update, and remove files that worked seamlessly with the OS
- Implemented merge-branch via utilizing BFS to find the shortest distance to the branches' split point