

Angie Zhang

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EDUCATION

Cornell University

BA in Computer Science | GPA: 3.78/4.0

Relevant Coursework: Computer Systems, Mathematical Foundations of Computing (Discrete Math), Object-Oriented Design and Data Structures, Linear Algebra

Ithaca, NY

Exp. May 2029

Lexington High School

GPA: 3.98/4.0 (UW)

Teaching Assistant @ Munroe Center for the Arts, Illustration Club Leader, National Ocean Sciences Bowl

Lexington, MA

Aug. 2021 - May 2025

TECHNICAL SKILLS

Proficient: Java, Python, C, C++, Git Familiar: React, JavaScript, R, HTML, CSS

PROFESSIONAL EXPERIENCE

Practice & Potential

Full-Stack Developer

Remote

Jul. 2026 - Present

- Developed an AWS Lambda pipeline connecting Zoom and the Anthropic API to an instructor/student platform, automating a manual recording-to-notes workflow
- Built a consent-tier permission system for Zoom recordings and enforced zero-data-retention via automated deletion from S3 and Zoom
- Debugged two Zoom recording reliability issues through manual testing, fixing trigger and stop-signal failures on persistent meeting rooms
- Managed own workflow via daily tickets and twice-daily manager check-ins while building the transcription-to-summary instructor review UI

Cornell Bowers

CS 3410 Teaching Assistant (Computer Systems)

- Lead weekly lab sections for 10-20 students, hold office hours, and grade assignments and exams

Ithaca, NY

Aug. 2026 - Present

SELECT TECHNICAL PROJECTS

Sailboat Physics Simulator (<https://github.com/CUSail-Navigation/sailbench>)

- Built keel, sail, rudder, and hull hydrodynamic models (lift/drag, torque, angular dynamics) on a 3-person team within CUSail's Navigation team
- Tuned continuous-control PPO agents (Gymnasium + Stable-Baselines3), diagnosing and fixing a reward-shaping flaw to enable reliable upwind waypoint navigation
- Built real-time force visualization for a simulation frontend, improving the team's ability to debug RL policy behavior and demo without live testing

CS 2112 - Object-Oriented Design and Data Structures - Final Project (4 person team)

- Implemented a parser, AST, and interpreter for a specified critter-behavior language, validated via self-authored unit tests and cross-team black-box testing
- Decoupled simulation tick rate from JavaFX's 60fps render loop using a background thread and immutable state snapshots, preventing race conditions
- Built the JavaFX control panel for starting/stopping simulation, adding critters and showing stats, and a critter inspector panel exposing live attributes and the critter's next interpreted instruction
- Implemented Dijkstra's shortest-path search over a hexagonal grid for the critter's "smell" instruction, computing distance and first step to the nearest food

LEADERSHIP & ACTIVITIES

Illustration Club

Leader / Treasurer

Lexington, MA

Aug. 2021 - May 2025

- Managed club finances as Treasurer for a 25-30 member club: pricing, revenue/expense tracking, and budgeting for supplies and trips
- Ran a recurring calendar sale, coordinating illustration submissions and pre-order/pop-up sales, netting \$400+ in profit
- Organized 7-8 pop-up shops per year across school and community venues, generating \$1,000+ in sales that funded a subsidized club field trip