

Ruiyang Zha

408-396-5915 | rzha@scu.edu | linkedin.com/in/ruiyangzha | github.com/Rayz7746

EDUCATION

Santa Clara University

Santa Clara, CA

Bachelor of Science in Computer Science and Math (GPA: 3.92)

Expected graduation: 06/2027

Relevant Coursework: Quantum Computing, Algorithm & Optimization, Cryptography, Cybersecurity, Machine Learning, Data Science, Statistical Modeling

EXPERIENCE

CS Tutor

Sept 2025 – Present

Santa Clara University

Santa Clara, CA, US

- Guided undergraduates in core CS topics, including data structures and software development.
- Deconstructed complex technical concepts, improving student comprehension and problem-solving skills.

Software Development Intern

June 2025 – Aug 2025

Shanghai Sincere Technology Co., Ltd.

Shanghai, China

- Engineered AI Q&A platform for 50+ operators; cut **Neo4j** query time by 30% by translating natural language.
- Boosted AI pipeline efficiency 40% by migrating flat files to **Oracle** & building **Spring Boot** + **MyBatis-Plus**.
- Built **Vue3** front-end (**Ant Design**) for dynamic AI model & knowledge graph config via **Spring AI** endpoints.
- Delivered full-stack Work Attendance System (**Spring Boot**, **Vue.js**, **VChart**) using the Ruoyi framework.

Software Engineer

June 2025 – Present

ICEA Chess

Remote & Los Angeles, CA, US

- Spearheaded full-stack tournament platform for SoCal's largest chess community (6,000+ players).
- Developed core logic for registration, payments, and automated, score-based Swiss pairings.
- Led frontend team of 3 developers to build responsive UI with **shadCn/ui** & **Tanstack React**.
- Reverse-engineered legacy PHP to a secure **Spring Boot** (**Security**, **JPA**); deployed & maintained services on AWS.

CS Teacher Assistant

June 2024 – Jan 2025

Santa Clara University

Santa Clara, CA, US

- Led weekly lab sessions for 30+ students, teaching Python data structures and problem-solving techniques.
- Assisted professors during office hours and graded assignments/labs, providing detailed feedback to students.

PROJECTS

H4H-2025 | Unity, C#, TextMesh Pro, Animation System

February 2025

- Led a 5-person team to develop and deliver a climate awareness game within a 24-hour hackathon.
- Engineered core **C#** game logic: physics-based movement, checkpoint/death zones, & level transitions.
- Scripted a dynamic dialogue system (**TextMesh Pro**) & animations covering 2+ environmental topics.

HONORS & AWARDS

HiMCM (High School Mathematical Contest in Modeling)

Nov 2021

- Achieved **Outstanding Award** (ranked in the Top 1% Internationally).
- Developed an **AHP** (Analytical Hierarchy Process) decision model using **eigenvector extraction**, achieving a high-reliability **Consistency Ratio (CR)** of **0.56%**.

TECHNICAL SKILLS

Backend Development Language: Java, Python, PHP, C++

Frameworks & Databases: Spring (Boot, Security, AI), FastAPI, Jekyll, Oracle, MySQL, Postgresql, Neo4j, SQLite, Tortoise ORM, Qmake

Frontend Development: TypeScript (JavaScript), Vue, React (Native), HTML, CSS

Data Science & ML: Tensorflow, NumPy, Pandas, Beautifulsoup

Version Control & Tools: Github, Gitlab, IntelliJ IDEA, VS Code, PyCharm, Qt