

# Max Zhang

Software Developer & Student

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## Summary

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Software developer and student building production systems that handle millions of requests daily. Active open-source contributor with published libraries and tools. Experienced in full-stack development, high-performance backends, and developer tooling. Proficient in Java, Kotlin, Rust, and modern web technologies.

## Skills

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**Languages:** Java, Kotlin, Rust, TypeScript, JavaScript, SQL

**Frameworks & Libraries:** Netty, Next.js, Astro, Express, Vite, Tailwind CSS, Playwright

**Databases:** PostgreSQL, MongoDB, SQLite, Redis

**Tools & Infrastructure:** Docker, Git, Linux, Cloudflare, Gradle, Maven, GitHub Actions

**Design:** Figma, Adobe Creative Suite

## Experience

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**Gaming Community**, Lead Developer & Administrator

June 2025 – present

- Designed and managed backend infrastructure serving 2,000+ active members
- Built high-throughput player database handling 1M+ API requests daily (Rust, PostgreSQL, Discord integration)
- Developed custom network proxy with extensible plugin architecture for real-time packet processing (Rust)
- Maintained 99%+ uptime for production systems under continuous daily load

8 months

**Assessment Solutions LLC**, Web Developer & Technical Consultant

Nov 2025 – present

- Led end-to-end website development and deployment for a research and consulting firm
- Drove technical strategy and infrastructure decisions to establish the company's digital presence

2 months

## Projects

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**WebSocket Communication Library**

Production-ready and open-source networking library for Java applications with binary protocol support.

- Java, Netty
- Thread-safe architecture with automatic reconnection and connection state management
- Published to public Maven repository; available for community use and contribution

### **E-Commerce Product Scraper**

High-performance web scraper and REST API built for a client to extract product inventory at scale.

- Node.js, TypeScript, Playwright, Express, SQLite
- Processes 1,000+ products per minute using parallel browser automation
- Full-featured REST API with interactive search and image retrieval

### **Shopify Store Development**

Built and configured Shopify storefronts for clients, handling setup, customization, and deployment.

- Shopify, Liquid, HTML, CSS

### **Game Anti-Cheat System**

Real-time cheat detection engine using network packet inspection and behavioral analysis.

- Kotlin, Java
- Low-latency detection without server-side dependencies

### **Game Modding Framework**

Open-source developer framework adopted by downstream projects for building game modifications.

- Java
- Copyleft-licensed; actively maintained for community use
- Serves as foundation for multiple community forks and derivative projects

### **Personal Portfolio**

Personal website showcasing projects and technical work.

- Astro, Tailwind CSS, TypeScript

### **Player Statistics Platform**

High-traffic web platform serving thousands of daily users with real-time game data.

- Vite, TypeScript, Express
- Open-source contributor: fix bugs, implement new features, and update integrations for API changes

### **Commercial Software Documentation**

Technical writer and maintainer for documentation supporting a revenue-generating software product.

- Contributed to product that generated \$50,000+ in sales

## **Languages**

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**English:** Native

**Spanish:** Conversational

**Mandarin:** Native comprehension

**Shanghainese:** Native comprehension