

Berwyn Zhu

Sydney, Australia · 0450 753 680 · berwynswzhu@gmail.com

Education

University of New South Wales (UNSW)

Bachelor of Science (Computer Science)

Sydney, NSW, Australia

2021–2024 (Expected)

North Sydney Boys High School

Sydney, NSW, Australia

2015–2020

Experience

Marketing Subcommittee Member

Data Science Society

2024

- Designed graphics and cover pages for society events.
- Collaborated with team members to promote data science initiatives.

Coding and Robotics Tutor

JoeySteam

2021–2023

- Taught Wedo, Scratch, and MBlock to foster foundational coding principles and computational thinking for students (K–3).

High School & HSC Tutor

Prime Tuition and Private Tutoring

2024

- Conducted private HSC tutoring for Math and English (Years 10–12).

OC & Selective Tutor

Selective Coaching Centre

2017–2021

- Delivered in-person and remote tutoring to students preparing for OC and Selective school exams.
- Created educational video tutorials during COVID-19 to support remote learners.

Projects

Tutoring Website - Prime Tuition (Group) — HTML, CSS, JavaScript, AWS

- Collaborated on the development and deployment of a tutoring website.
- Gained experience in cloud deployment, SEO, and AWS full-stack development.

Platform for Melody Mentoring (Group) — React Native, HTML, CSS, Javascript

- Built a full-stack platform for musical instrument learning, with features like video/audio recording and AI-driven feedback.
- Leveraged AWS Cognito, S3, DynamoDB, and Terraform to create a scalable, microservices-based architecture.

Python-Based Backend Server (Group) — Python

- Collaborated on a WhatsApp-inspired messaging app backend.
- Gained proficiency in testing, developing, and maintaining backend systems using Python.

Chat Application Backend (Group) — HTML, CSS, JavaScript

- Replicated Discord's frontend interface with HTML, CSS, and JavaScript.
- Focused on design and user experience principles for an interactive web application.

Java-Based Game (Individual) — JPanel

- Developed a simple Java game using JPanel from scratch.
- Designed pixel art sprites and interactive objects for enhanced user engagement.