Edwin Zhang

♠ edwinzhang.me

github.com/edwinzhng

in linkedin.com/in/edwin-zhang

⊠ edwin.zhang@uwaterloo.ca

Technologies

C / C++

Python

JavaScript / React / Node

Go

Java

HTML / CSS

AWS

TensorFlow / Keras

MATLAB / Octave

SQL

MongoDB

Interests

Underwater Hockey

Music

Machine Learning

Computer Graphics

Cryptocurrency

Hackathons

Experience

Waterloop

Back End Software Co-Lead

Waterloo, ON

Sept 2017 - Present

- Migrated Node.js hyperloop pod communication server to Go and tested network speeds extensively
- Implemented QUIC network protocol to reduce data packet transmission latency by 95%

Projects

PolyTerrain github.com/edwinzhng/polyterrain

Personal

Dec 2017

Procedurally generated low-poly environments built with
 C++ and Unreal Engine 4 using noise generating algorithms

Automatic Cannon github.com/edwinzhng/automatic-cannon

Personal Nov 2017

- · Self-aiming cannon that launches projectiles towards targets
- Engineered automatic servo movement and calculated projectile trajectories using **Python** and **Go**

Aya Finalist and AWS Award - Hack the North devpost.com/software/aya Sept 2017

- · Robotic head with jaw movement powered by a Raspberry Pi
- Built Python backend, worked on label selection algorithm, and integrated Amazon Web Services for text-to-speech output, image recognition and facial detection

Messenger LaTeX

First Place - MHacks Nano

devpost.com/software/messenger-latex

Jun 2017

- Chrome extension built with JavaScript and MathJax to render LaTeX in Facebook Messenger with over 300 users
- Developed live preview, clicking to copy equations, and PNG rendering

Study Space Executive studyspacewchs.com

Tutoring Club Nov 2016 - May 2017

- Designed website using HTML, CSS and JavaScript to host study packets in maths and sciences for high school students
- Organized and led weekly executive meetings and tutoring sessions for over 150 students

Education

University of Waterloo Bachelor of Software Engineering

Waterloo, ON 2017 - 2022

Dean's Honor List (1 term)