# Edwin Zhanc

\* edwinzhang.me

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## Technologies

C / C++

Python

JavaScript / React / Node

Go

Java

HTML / CSS

AWS

MATLAB / Octave

SQL

MongoDB

#### Interests

Underwater Hockey

Music

Machine Learning

Computer Graphics

Cryptocurrency

Hackathons

## Experience

Waterloop Back End Software Developer 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

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

- · 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)