

# BRUCE ZHU

Melbourne, VIC 3053

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## EDUCATION

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### The University of Melbourne

Bachelor of Science (Computing and Software Systems)

Melbourne, Victoria

March 2020 – November 2022

## WORK EXPERIENCE

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### iTrazo Tracetechnology

*Software Engineer Intern*

Melbourne, Victoria

May 2022 – Present

- Worked in a front-end team to implement visual elements that users see and interact within web and mobile applications using **React** and **React Native**

## TECHNICAL SKILLS

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**Programming Languages:** Python, Java, HTML5, CSS3, JavaScript, C, MATLAB

**Frameworks:** Node.js, Express.js, React.js, Bootstrap

**Tools:** Figma, Adobe Xd, Jupyter Notebook, FlutterFlow

**Databases:** MongoDB, MySQL, PostgreSQL

## SIDE PROJECTS

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### Portfolio Website (<https://brucezhu.com/>)

March 2022

- Designed with **Figma**
- Built with **React.js**

### Nutrition Expert

April 2022

*Codebrew Hackathon 2022, University of Melbourne*

A 2-d game that provides knowledge about food & nutrition and FUN to people

#### Winner of the Best Technology Award

- Built with **Python**, **pygame** library

### Yelp Camp

February 2022

A website where the user can browse campgrounds and log in to create, edit and review campgrounds

- Built frontend using **Express.js** with **EJS** view engine, and **CSS Bootstrap**
- Connected with database **MongoDB** using **Node.js**

### Candy Challenge

April 2021

*Chronicle Hackathon 2021, University of Melbourne*

A web app aiming to help people improve social interactions during the pandemic

#### Winner of the Most Community-Focused Award

- Designed the app using **Figma**
- Built frontend using **HTML**, **CSS** and **JavaScript**
- Stored data and deployed the app using **Firebase**

## VOLUNTEERING EXPERIENCE

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### **Computing and Information Systems Students Association(CISSA)**

*Events Team Officer*

March 2022 – Present

- Attended events on behalf of CISSA to help setup and guarantee the smooth running of events
- Assisted transporting food, drinks, merch, etc. for on-campus events
- Co-hosted and assisted in the planning of on-campus and online events

### **University of Melbourne**

*Peer Mentor*

February – May 2022

- Mentored and supported 22 first-year students with their adaptation to university life by hosting a series of in-person sessions and regular communication

### **University of Melbourne Student Union**

*International Student Ambassador*

September 2021 – March 2022

- Worked with committee members to organise professional as well as social events that specifically target the international community at the university, such as finance workshop, visa workshop and trivia night

### **Google Developer Student Club(GDSC)**

*Committee - Core Tech Team*

August 2021 – Present

- Collaborated with club committee members to organise workshops and events to share knowledge about technology and bring industry connection to fellow students
- Participated in Google Solution Challenge 2022 to solve one of United Nations 17 Sustainable Development Goals by using Google technology

## INTERESTS

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- Badminton
- Guitar