Ryan Zhang

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Skills

Languages: C++, JavaScript, TypeScript, HTML5, CSS, PHP
Frameworks / Tools: React.js, SQL, Ruby on Rails, Git, Jenkins, Docker, Kubernetes, Google Cloud Suite
Other:
- Knowledge in graph theory, dynamic programming, and network flow algorithms
- Experience with data structures such as range trees, balanced binary search trees, and tries

Experience

Software Engineering Intern – VerticalScope Inc.   Jan 2022 – Apr 2022
- Shipped frontend and backend features using **HTML**, **CSS**, **JS/JQuery**, and **PHP**, serving 100 million+ users
- Used **Google Cloud Suite** to run diagnostic queries on **SQL** databases and to help company track OKRs
- Created on-demand environments with **Jenkins** and tested them to improve workflow and decrease bugs
- Hosted **Agile** meetings to lead discussions, contribute ideas, and improve team productivity and dynamic
- Managed containerized applications using **Docker** and **Kubernetes** to test, debug, and improve live sites
- Worked with **Git** to provide work in a timely manner and participated in code reviews to supply better code

Founding Frontend Engineer – Stadium   Jun 2021 – Aug 2021
- Created components with **React**, **TypeScript**, and Material-UI for a fully functioning website for clients
- Implemented **RESTFUL API** through **Ruby on Rails** with **PostgreSQL** to create a booking service for clients
- Performed **unit**, **integration**, and **end-to-end tests** and solved errors to serve a higher quality product
- Developed 50+ **user stories** according to client and user specifications for precise and enhanced UX/UI

Projects

Personal Website – Website   Mar 2022 – Present
- Created a lightweight website using **HTML**, **CSS**, and **JS/JQuery** to display portfolio with pleasing aesthetics
- Minimized images through **CLI** to decrease site load time and navigation by a few seconds

Trivia Bingo – C++ Windows Application   Feb 2021
- Followed **software development process** to develop, test, share, and improve a partner trivia bingo game
- Worked with external graphical library **SFML** and created own assets to provide user a graphical interface
- Developed game engine and logic using **C++** and **OOP** principles to create quality, reusable code

Education

University of Waterloo – Bachelor of Computer Science   Class of 2020 – 2025
Relevant Coursework:
- Elementary Algorithm Design and Data Abstraction (Advanced)
- Object-Oriented Software Development
- Data Structures and Data Management
- Computer Organization and Design