

MO (CATHERINE) ZHOU

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SUMMARY OF QUALIFICATIONS

- Experienced in solving business challenges using technologies; Enjoys programming and software development
- Proficient in the applications of various data structures, patterns, testing methodologies, and algorithms
- Exceptional analytical skills with a logical mind-set; quick adaption to new environment and technologies
- Technical Prophecies:
 - Languages: JavaScript, HTML, CSS, C/C++, MATLAB, Assembly, JavaScript
 - Software/IDE/etc.: MS Office Suite, GANNT Chart, Google Analytics, etc.

EDUCATION

Candidate for **Bachelor of Applied Science, Electrical & Computer Engineering** Sep 2017 – Present
Minor in Engineering Business, Certificate in Artificial Intelligence University of Toronto, Toronto, ON
Elements of AI Certificate, University of Helsinki Sep 2020

RELEVANT PROJECTS

“Cook Pad”, Programming on The Web, University of Toronto Sep – Dec 2020

- Implemented various features on the webpage along with the database required for features to function in JavaScript (i.e., add, edit and view recipes) and styled pages using React.js and material ui.
- Spearheaded the development and continuous integration of the webpage in both front end and back end.

Hungry Snake Game, Computer Organization, University of Toronto Mar – Apr 2020

- Utilized C and Assembly language to establish a snake game on FPGA with multi-level and score counter features
- Incorporated functions to randomly place each fruit on the grid and connected snake actions to the score counter
- Gained working experience in developing a game from end-to-end in accordance with give specifications

Interactive Map, Communication and Design, University of Toronto Jan – Apr 2019

- Designed and developed an interactive map with real-time weather features in C++ through connecting to apixu API
- Established over 11 features including but not limited to auto completion of street search, street filter, store favorite destination, path optimizer, etc. through implementing Greedy algorithm, Dijkstra algorithm, and multi-threading
- Continuously improved travel salesman problem underlying the path finder to boost runtime from 0.47s to 0.28s
- Leveraged exceptional presentation skill to showcase the application and effectively answered challenging questions

Bomb Demolition, Computer Organization, University of Toronto Mar – Apr 2019

- Constructed a two-dimensional bomb demolition game on FPGA utilizing C and Assembly languages
- Implemented 10 powder train objects randomly generated for each game play with links to the 10 panel controls
- Created game user interface, animation, timer, and count down features to make the game more appealing to users

EXPERIENCE

Team Member, Girls E-Mentorship Program (GEM), University of Toronto, Toronto, ON Sep 2018 – Sep 2019

- Implemented profile features on the webpage and modified source code based on business requirements from GEM
- Demonstrated strong logical thinking and problem-solving skills by integrating modules with very limited flexibilities
- Leveraged exceptional communication skills to explain and discuss technical concepts with GEM

Project Manager, The 519, University of Toronto, Toronto, ON Sep 2020 – Present

- Conducted an internal survey and research on potential methods to merge multiply databases.
- Demonstrated strong communication skills by leading a team of five and communicating with the client.