Dennis **Zhang**

COMPUTER SCIENCE MAJOR

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Skills

Languages - Python, Java, Scala, C/C++, HTML5, CSS, JavaScript, TypeScript, PostgreSQL, MySQL

Frameworks - React, Redux, D3.js, Apache Spark, Java Jersey/RESTful API, JUnit5

Personal Projects

DataPrep
FULL-STACK DEVELOPER
Burnaby, BC
Nov 2020 - PRESENT

- Developing a data preparation software from end to end (e2e) in a team of 3 to clean and reformat raw data
- Wrote a spark accumulator to collect metadata in parallel, thereby increasing data processing efficiency by 60%
- Working with JSON on back-end server side, designing and integrating Jersey RESTful API services using Java
- Implemented 2 dynamic D3 visualizations with user's data to improve pattern recognition
- Developed 6 data transformations including data clustering using Levenshtein distance algorithm

Portfolio Website | GITHUB
DEVELOPER
Burnaby, BC
Oct 2020 - PRESENT

- Developed a responsive and minimalistic personal website showcasing my skills and project experiences
- Written in HTML, CSS, JavaScript, and React, applied knowledge of React Hooks

RMP Visualizer | GITHUB
DEVELOPER
Burnaby, BC
May 2020 - Jun 2020

- Developed a web app to visualize professors' data such as top ratings, difficulty levels and top comments
- Implemented REST API to web scrap professors' data from the popular website Rate My Professors
- Performed sentiment analysis on comments from students to professors to gain insight and displayed in charts
- Built with React, Charts.js, Flask, and Beautiful Soup

Brick Breaker 2D | GITHUB
DEVELOPER
Burnaby, BC
Feb 2020

- Developed a 2D arcade Brick Breaker game platform using Java
- Implemented an aesthetically pleasing graphical interface to enhance player's experience
- Demonstrated code organization skills by modularizing programs and defining appropriate classes

School Projects

Cheezy Nibbles | GITHUB
TEAM LEAD
Simon Fraser University, BC
Feb 2020 - Apr 2020

- Led a team of 4 as scrum master to create a 2D desktop game in Java, ensured sprint deadlines were met
- Documented project design phases through each iteration and designed UML diagrams
- Implemented graphics, core game logic and menu pages using Java Swing
- Performed user testing, used JUnit5 for unit testing, mocking tests, with nearly 100% coverage

Work Experience

Virtual Tutoring
PYTHON TUTOR
Burnaby, BC
Sep 2020 - Dec 2020

- Tutored 5 students every week on the basics of programming in python for their intro to programming class
- Taught them coding fundamentals such as data types, loops, logic statements, arrays, etc.
- Average grade received in the course was a B+

Parkgate Farm Market
SALES ASSOCIATE
Burnaby, BC
Jan 2017 - PRESENT

- Promoted within 2 months due to strong performance and organizational impact - ahead of schedule by 10 months
- Facilitating and assisting new trainees with training and participating in employee consultations

Education

Simon Fraser University
BACHELOR'S OF SCIENCE IN COMPUTER SCIENCE
BC, Canada
Sep 2017 - PRESENT

- Anticipated Graduation Year: June 2022