Richard Zhou

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Education

The University of British Columbia   Vancouver, BC
Candidate for Bachelor of Science (B.Sc.) in Computer Science   *September 2022 - Present*
- **Relevant Coursework:** *Computation, Programs, and Programming, Models of Computation, Software Construction, Data and Algorithm, Computer Networking, Rational Database,*

Experiences

Software Engineer Internship | Matchya (4 Months)   *May 2024 - Aug 2024*
- TypeScript, React, Vite, Python, AWS lamba, Serverless Articheture, Microservices, Docker, Terraform, OpenAI API
- Develop User-Interface using React and Backend API's with python (Handling HTTP request from frontend)
- work on a few interfaces (inbound and outbound) on successfactors using APIs.
- Help Develop an AI-powered, interactive interview platform designed for context-based assessments, allowing employers to hire based on dynamic, real-world scenarios rather than traditional resumes or generic tests. Integrated video calling to facilitate live interview-style interactions.

Support Engineer | Royal Pacific Realty (8 months)   *Jan 2023 - October 2023*
- JavaScript, CSS, HTML, Python
- Managed and enhanced both the front-end and back-end of the Royal Pacific website.
- Developed Python scripts for data automation to streamline operations. Provided technical support by diagnosing and resolving computer and network issues, improving overall efficiency across the company.

Telus Sales Representative   *April 2022 - Dec 2022*
- Provided leadership to a team of 5
- Facilitated regular training sessions, improving product knowledge and customer service skills within the team.
- Mentored team members, offering guidance on sales strategies and customer engagement.

Projects

Study Planner   **GitHub**
- Designed and built an interactive dungeon exploration game using the Processing framework, featuring player movement, obstacles, and game mechanics.
- *Technologies:* Java, JUnit, Gitt

Original Dungeon game   **GitHub**
- Designed and built an interactive dungeon exploration game using the Processing framework, featuring player movement, obstacles, and game mechanics.
- *Technologies:* Java, Processing

StarShip Copy   **GitHub**
- Created a simplified starship game using Processing, focusing on player controls and basic game physics.
- *Technologies:* Java, Processing

Pong Copy   **GitHub**
- Developed a simplified version of the classic Pong game using the Processing library, incorporating smooth gameplay mechanics and collision detection.
- *Technologies:* Java, Processing

Technical Skills

Languages: Java, C++, Python, TypeScript, JavaScript Go, SQL
Frameworks: Django, React, NextJs, Spring Boot, Flask, JUnit
Developer Tools: Git, AWS, Docker, terraform, figma, Intellij, VSCode