

Richard Zhou

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Education

The University of British Columbia

Vancouver, BC

Candidate for Bachelor of Science (B.Sc.) in Computer Science

- **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 lambda, Serverless Architecture, 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).
- 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.

Technical Support Engineer | Royal Pacific Realty (8 months)

Jan 2023 – October 2023

- Improved and maintained the company website using JavaScript, CSS, and HTML, enhancing its functionality and user experience.
- Developed Python scripts to automate data tasks, reducing manual data entry and increasing team efficiency.
- Provided technical support by diagnosing and resolving computer and network issues, improving operational efficiency across the company.
- Contributed to a better working environment by optimizing internal systems and ensuring smooth technological operations.

Telus Sales Representative

April 2022 – Dec 2022

- 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

Personal Website

[GitHub](#)

- Developed and designed a personal website showcasing projects and skills
- Technologies: JavaScript, CSS, HTML

Black-Jack Online Game

[GitHub](#)

- Developed an online Blackjack game, implementing core game rules and user interface.
- Technologies: JavaScript, CSS, HTML

Study Planner

[GitHub](#)

- Created an interactive study planner application to help users organize and manage their study schedules.
- Technologies: Java, JUnit

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

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