

David Zhang

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EDUCATION

University of Toronto
Bachelor of Applied Science, Computer Engineering

September 2009 – May 2014

Relevant Courses: Communication and Design, Algorithms and Databases, Computer Graphics, Databases, Computer Security

SKILLS

Languages/Frameworks: Objective-C, Java, C, C++, Cocos2d, OpenGL, SQL, HTML, and CSS
Technologies: Xcode, Git, MySQL, PostgreSQL, MongoDB, Eclipse, and Agile

EMPLOYMENT

DB2 Software Developer (C, Scripting)
IBM Canada

May 2012 – August 2013

- Built external and internal DB2 system analysis tools
- Optimized existing functionality based on customer feedback
- Implementation and maintenance of automated Perl test cases
- Worked Environment includes Linux, Windows, and AIX

PROJECTS

Legends (Objective-C, Xcode, Java)
Individual Project - iOS Mobile Game Development

January 2014 - Present

- Chess like Turn Based Strategy game built on top of the Cocos2d Framework
- Designed intuitive menus to provide a fluid experience while conveying the required information
- Implemented smart tools to streamline the production of unique units and classes
- Utilizes Facebook SDK and Twitter API to promote social activity of players

Lego Sorter (C++, C, OpenCV, Arduino)
Lead software developer - Computer Vision Design Project

September 2013 - Present

- Design of Software Architecture and implementation of Code Skeleton
- Utilized Hu's Moments for rotational invariant Lego contour recognition
- Written C to Arduino interface, using serial communication.

ACTIVITIES & INTERESTS

UTEK Engineering Design Competition – Second place finish in Junior Design 2011
University of Toronto DotA All Stars Competition – Tournament Rules Official 2010

Other Interests include Tennis, Rock Climbing, Game and Software Design