

David Zhang

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EDUCATION

University of Toronto September 2009 – May 2014
Bachelor of Applied Science, Computer Engineering
Relevant Courses: Communication and Design, Algorithms and Databases, Computer Graphics, Databases, Computer Security

SKILLS

Languages/Frameworks: Objective-C, Java, C, C++, SQL, HTML, CSS, Cocos2d, OpenGL, and OpenSSL
Technologies: Xcode, Git, MySQL, PostgreSQL, MongoDB, Eclipse, Unity3D, Blender and Agile

EMPLOYMENT

DB2 Software Developer (C, Scripting) May 2012 – August 2013
IBM Canada

- 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

Sing With Me April 2014 – Present
Creator – iOS Mobile Karaoke Application

- Created vocals removal algorithm of any song in an iTunes Library.
- Resolved instrumental noise that was affecting vocal pitch/frequency detection.
- Implementation of web crawler and intuitive GUI to effective sync lyrical data to audio.

Lego Sorter (C++, C, OpenCV, Arduino) September 2013 – April 2014
Lead software developer - Computer Vision Design Project

- Designed modular software architecture and implemented skeleton code.
- Achieved rotationally independent recognition by utilizing Hu's Moments and other features.
- Created communication protocols for C to Arduino interface using Serial commands.

ACTIVITIES

SpaceApps Hackathon (C#, Unity3D, Oculus Rift SDK) April 2014

- Worked with Oculus Rift VR Headset to create an immersive 3D space simulator.
- Designed fully customizable 3D orbiting equations using Spherical coordinates.
- Product allows for the user to follow many famous orbiting bodies around Earth.

UTEK Engineering Design Competition February 2011

- Created a functional water pump prototype with budget materials in 24 hours.
- Design and implemented one way flow pipes using handmade check valves.
- Second place finish in Junior Design out of 22 teams