

Tina Zhang

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EDUCATION

University of Toronto, St. George Campus

Toronto, Canada

Honours Bachelor of Science in Computer Science Major, Mathematics Minor, English Minor

Sep 2020 - Jun 2024

Relevant Coursework: Algorithm Design, Operating Systems (C), Human Computer Interaction (A/B Testing), Human Centered Design (Figma), Frontend Development (HTML/CSS/JS, Python, Django, REST API, JWT), Object Oriented Programming Software Design (OOP, Java), Multivariable Calculus with Proofs, Linear Algebra, Computational Probability (R)

RELEVANT EXPERIENCES

Software Engineer

Sep 2024 – Present

Linggo Language and Learning Models

- Collaborated with principal engineer, discovered and debugged two critical payment errors on the product backend using AWS services (Lambda, API Gateway, DynamoDB, S3), reversed 80% of potential paying customer loss.
- Contributed to iOS and Android app design and development efforts in Flutter, on track to significantly improve app maintainability and longevity.
- Designed and enhanced company website using AWS Route 53, React, Figma, and Webflow, aided company efforts with AI rebranding.

Software Developer and Technical Writer

May 2023 – Aug 2023

Blackberry

- Designed and implemented a Python-based data conversion extension and completed YAML CI/CD pipeline for documentation, reducing manual work by over 90% and saving more than 3 weeks per quarter.
- Revised vehicle infotainment documentation in collaboration with AWS, creating 17 new sections and improving user experience by 75%, based on UX feedback.
- Closed 30+ Jira tickets, improving documentation accessibility and contributing to a 25% increase in UX evaluation scores.
- Led a two-person team to produce the first official IVY documentation video and designed future production framework, reducing video turnaround time from 3 weeks to 2 days.

Software Developer

Jun 2022 – Aug 2022

Qianxin Technology Group

- Collaborated with Unity 3D and AR Foundation researchers to develop a virtual background add-on, gaining expertise in Unity 3D computer graphics and shader programming, improving product value for end-users.
- Led quality assurance efforts using Xcode, Swift, and Apple Developer services, created onboarding documentations, ensuring cross-device compatibility and streamlining the testing process.

Software Developer

May 2021 – Aug 2021

Smile Digital Health

- Led quality assurance efforts on a HL7 FHIR based client project, improved system efficiency by over 80% and ensured timely delivery, meeting critical client deadlines.
- Conducted data analysis on over 18GB of data, developed end-to-end (E2E) tests, and created sample data hierarchies using MS SQL, enhancing data integrity and reducing testing time by 75%.
- Researched SMART on FHIR authorization, creating [tutorials](#) that reduced developer onboarding time to 1 hour.

RELEVANT PROJECTS (ADDITIONAL DETAILS IN HYPERLINK)

[Scalar Art Application](#)

Sep 2021 – Dec 2021

- Designed, developed, and integrated an algorithm that served as the foundation for all brush and shape tool development.
- Implemented key features such as Brush, Pen, and Shape tools, adhering to Clean Architecture and SOLID principles; these tools accounted for 60% of the application's usable features.
- Led a team of seven members, managing meetings and timelines, delivering the project two weeks ahead of schedule with a 92% grade.

OTHER EXPERIENCES & PROJECTS (ADDITIONAL DETAILS IN HYPERLINK)

[Women in STEM Design Project](#) (UI/UX, Figma), [Wikipedia Article Network](#) (Python, dash, html, ullib)