

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

- Identified and resolved three significant backend payment errors using **Python** and **AWS services** (Cloudwatch, Lambda, API Gateway, DynamoDB), recovering 80% of potential customer loss.
- Implemented serverless CI/CD pipelines in Github Actions to enhance deployment efficiency and reduce downtime.
- Contributed to cross-platform app development in **Flutter** for iOS and Android, ensuring high-quality user experience.
- Designed and enhanced company website using AWS (Route 53, Amplify), React, Figma, and Webflow, integrating GA4 for real-time user experience monitoring and data-driven improvements.

Software Developer and Technical Writer

May 2023 – Aug 2023

Blackberry

- Built an HTML/XML to Markdown data conversion tool using **Python** and BeautifulSoup, automated CI/CD pipelines using Github Actions, reducing manual workloads by 90%, saving 2 weeks per quarter.
- Led UX documentation initiatives in collaboration with **AWS**, produced over 17 chapters of documentation on the IVY vehicle frontend system, covering security, cloud, backend and machine learning, improving accessibility and satisfaction by 75% through data-driven feedback.
- Produced video tutorials to streamline onboarding, reducing production cycles from 3 weeks to 2 days.

Software Developer

Jun 2022 – Aug 2022

Qianxin Technology Group

- Developed a high-performance virtual background add-on in **Unity 3D** using **AR Foundation** and advanced **shader programming**, improving rendering efficiency and user experience.
- Conducted quality assurance with **Xcode** and Apple Developer tools to ensure function and cross-device compatibility.

Software Developer

May 2021 – Aug 2021

Smile Digital Health

- Optimized large healthcare data hierarchies and performed end-to-end testing using **MS SQL** and **Java**, improving data integrity and reducing system latency by 80%.
- Led QA for an HL7 FHIR-based client project in Java and Linux, reducing testing time by 75% and ensuring compliance with critical deadlines.
- Authored [SMART on FHIR developer guides](#), cutting onboarding time to under 1 hour.

RELEVANT PROJECTS (ADDITIONAL DETAILS IN HYPERLINK)

[Scalar Art Application](#)

- Delivered a digital art application with custom file encryption in **Java**, following Clean Architecture and SOLID principles.
- Designed algorithms for core brush and shape tools, enabling 60% of core application features.
- Led a team of seven members, delivering the project two weeks ahead of schedule with a 92% grade.

[Sprout - Women in STEM Social Network](#)

- Interviewed 48 stakeholders, translated design requirements and integrated feedback in every stage of the prototype life-cycle, resulting in 87.5% SUS score with perfect user onboarding.
- Designed an inclusive UI/UX prototype using **Figma**, emphasizing accessibility and user engagement.

SKILLS

Language: Python, C, HTML/CSS, Javascript, Java, C#, Swift, SQL

Frameworks: React, React Native, Flutter, Node.js, Django, Unity

Tools: Git & GitHub, YAML, Gsap, Docker, Xcode, Postman, Jira

Design: Figma, Adobe Photoshop, Procreate