Eric **Zhu**

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Toronto, Ontario

Education

- University of Toronto (UofT) September 2018 - Present
Expected 2022

Honours Bachelor of Science Computer Science

Admitted as a UofT Scholar

Projects

- Unity Pause Menu (Open Source Pause Menu) Feb. 2016 - April 2016

• Utilized the Unity3d's UI system through designing custom, modern flat buttons, scroll bars, and background sprites in Sketch 3.
• Scripted video and audio settings with JSON serialization and pausing functionality.
• Built the project with compatbility of thousands of games/projects in mind
• Provided support that helped earn me over 6000 users and a 5 star rating.

- Equator Music (YouTube Music Player) June 2017 - October 2017

• Managed the project with Visual Studio Team Services along with releasing finished code on Github.
• Created an advertising strategy on a zero dollar budget involving Twitter, Reddit, and various audiophile forums and beta testing websites.
• Created a premium and responsive product website using HTML5, CSS3, and Bootstrap.
• Gained over a thousand users.

- uDocuGen (Unity Documentation Generator) September 2018

• Created as a project during Hack The North 2018 with a partner.
• Utilized HTML5, CSS3, JQuery, and Bootstrap for the front end page template.
• Used C# on the backend for parsing client project code.

Skills

Languages

| Java | Python | C# | R |
| JavaScript | JQuery | CSS |

Tools/Frameworks

Figma	Illustrator	Sketch	Photoshop
Unity3d	Git	Visual Studio	Bootstrap
.NET	dplyr	ggplot2	VS Team Services

Principles

| Responsive UI | UI Design |
| UX Design | OOP | Fluent Design |