**Hong Ze Zhang**

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### **Summary**

Aspiring and results-driven Software Engineer with a strong foundation in mobile application development, Agile methodologies and project leadership. Experienced in leading live-stream events under tight schedules, developing full-stack websites, debugging databases and writing maintainable, well-documented. Passionate about expanding expertise in mobile engineering and contributing to innovative, high-impact projects.

### **Technical Skills**

**Software:** LaTeX, OBS, MongoDB, PostgreSQL, MATLAB, Git, Android Studio, Firebase, Visual Studio Code, Unreal Engine, UNITY

**Programming Languages:** Python, C, Java, C++, JavaScript, Typescript

**Frameworks:** .NET, ReactJS, Flask, Tailwind CSS

### **Professional Experience**

**Chief Technical Officer (UNSW ASEANSoc) Feb 2021 – Dec 2022**

Responsibilities

* Managed and documented technical specifications for event venues to ensure seamless execution.
* Maintained and optimized the conference website to support traffic from 150+ registrants.
* Lead and mentor 7 junior members at different skill levels, providing guidance and skill development.

Achievements

* Directed two annual flagship conferences of 300k participants, including debugging issues to keep livestream on schedule and issue free.
* Recommended and facilitated outsourcing of live streaming for the Conference event to a professional online event platform, resolving bandwidth and platform interface issues.
* Mentored junior members to live stream using OBS platform over a schedule of 3 days, in conjunction with the other 5 departments.
* Debugged equipment during live stream, resolving real-time issues in high-pressure situations.

### **Projects**

**Gone Girl**

*Unreal Engine 5, Blender*

Responsibilities

* Authored a detailed report outlining the game’s development process and key features.
* Created and maintained technical documentation in collaboration with the team’s engineers to ensure clarity and consistency.

Achievements

* Produced an immersive, first-person horror game with Virtual Reality compatibility.
* Programmed custom environments and assets to enhance player engagement and realism.
* Achieved 1st place, earning the Best Project Award for outstanding innovation and execution.

**Event Management App**

*Flutter, .Net, Android Studio, MySQL, Firebase*

Responsibilities

* Developed a cross platform mobile application built using Flutter for frontend, .Net for and MySQL as a relational database.
* Entrusted with team management, facilitating sprint development by assisting in setting deadlines and goals to ensure project efficiency.

Achievements

* Designed 2 distinct interfaces for event hosts and users, ensuring a tailored user experience.
* Implemented AI algorithms to personalize sorted events based on user’s preferences and history.
* Tested and deployed the mobile application across multiple Android and iOS platforms using Android studios to ensure compatibility and performance.

**Dungeon Game**

*Java*

Responsibilities

* Co-developed a simple turn-based roguelike dungeon crawler as a team of 4 using Java, focusing on teamwork and efficient project management.

Achievements

* Implemented sophisticated features including animations, time travel, a random dungeon generator using Prim’s algorithm, and logic switches.
* Built 10+ diverse levels, each showcasing different implemented features.

**VInterviewer**

*React, Typescript, Python, Flask, OpenAI*

Responsibilities

* Competed in UNIHACK 2024, forming and leading a team of 5 with diverse skill levels.
* Developed a cost-free and easily accessible solution to address the lack of interviewing skills in the industry.
* Designed a promotional video and landing page to showcase the virtual interviewer tool, highlighting its features and functionality.

Achievements

* Successfully submitted a video presentation showcasing the project.
* Deployed and hosted the project for accessibility.
* Integrated AI-driven interview assistance, incorporating specific questions from 5+ different companies.
* Developed a feature that converts speech to text for both interviewer and interviewee, enhancing conversation flow and accessibility.

### **Education**

**University of New South Wales Feb 2019 – Present**

Bachelor of Aerospace Engineering (Honors) /Computer Science