□ (+1) 613-608-7348 | Menry_zhanqxiao@hotmail.com | DenryZhanqxiao | Henryzhanqxiao | May 2024 New Grad

Skills_

Languages Technologies Python, Java, C, C++, Makefile, Shell, JavaScript, TypeScript, HTML/CSS

Linux/CentOS, Git, OpenShift, Kubernetes, Private Cloud, Jenkins, Docker/Podman, React, OpenGL, GDB, GCC, RPi

Experience

IBM Markham, ON

SYSTEM EVALUATION AND RELIABILITY TEST (SERT)

May 2022 - Aug 2023

- Deployed and regression tested CD, LTSR, and Future release candidate builds using automated Jenkins CI/CD pipelines on AWS, Azure, and private cloud Fyre clusters
- Created multiple Jenkins pipelines to test release candidate builds by enhancing, upgrading, and testing our deployment Makefiles and Bash scripts
- Maintained a managerial dashboard built in Django with over 10,000 GitHub issues and synchronized using crontab
- · Maintained and upgraded an automation results dashboard built in JavaScript and React
- Integrated an automated AWS resource cleanup script leveraging a containerized Docker environment

SM New York, NY

IBM SaaS Platform • Multi Cloud Saas Platform - Site Reliability Engineering

Jul 2023 - Aug 2023

- Automated the deployment and provisioning of Prometheus to provide monitoring and alerting functionality on OpenShift 4.12
- Defined and upgraded existing clusters using Helm and Helmfile
- Defined and rendered .gotmpl template files for Prometheus, AlertManager, and Thanos

IBM Austin, TX

CLOUD PAK CONFIGURATOR • IBM USER EXPERIENCE DESIGN TEAM - CROSS PAK CONSISTENCY • RED HAT

Jul 2022 - Sep 2022

- Led development of a Dynamic Plugins pilot project using OpenShift Container Platform 4.11
- Created a mockup of the UI using design prototypes from Figma and InVision
- Developed using TypeScript, Patternfly, and Podman
- Deployed locally using **OKD** and online using **Fyre clusters**
- Built and pushed to Quay.io image registry using Docker

Projects

Quests of the Round Table Carleton University

HTTPS://GITHUB.COM/HENRYZHANGXIAO/QUESTS-OF-THE-ROUND-TABLE

Apr 2022

- A multiplayer card game coded in Java with the use of Java Networking and JavaFX
- Developed using the Gang of Four design patterns for regulation of code maintenance, code abstraction, and object interaction
- Used Apache Maven and Git to ensure version control while working in an agile and model-driven environment

QNX Car Simulator Carleton University

HTTPS://GITHUB.COM/HENRYZHANGXIAO/QNX-CAR-SIMULATOR

Dec 2022

- A real-time car simulator written in ${\bf C}$ using ${\bf QNX}$ Neutrino utilizing ${\bf QNX}$ SDP 7.1
- · Hosted locally using a server created with name_attach that receives and delivers messages and pulses
- Implemented modularly using the concept of parent-child processes and threads to satisfy microkernel properties

Yume Carleton University

HTTPS://GITHUB.COM/HENRYZHANGXIAO/YUME

Apr 2022

- A 2D real-time game written in C++ using OpenGL, OpenAL, SOIL, ALUT, GLEW, GLFW, and the GLM libraries
- Physical, parametric, and hierarchical movement all handled through matrix transformations
- Graphics are drawn using vertex shaders and fragment shaders using GLSL

Nintendo Switch Autoclicker

Personal Project

HTTPS://GITHUB.COM/HENRYZHANGXIAO/NINTENDO-SWITCH-AUTOCLICKER

Jun 2023

- An $automated\ \mbox{button}$ clicker for the Nintendo Switch using a $9g\ \mbox{Micro}$ Servo and a $Raspberry\ \mbox{Pi}$

- Executed with Python3 using the PiGPIO library and ran on Raspberry Pi OS (Debian)
- Servo controlled using Pulse Width Modulation (PWM)

Carleton Library Autobooker

Personal Project

HTTPS://GITHUB.COM/HENRYZHANGXIAO/CARLETONLIBRARYAUTOBOOKING

Aug 2023

- A headless automated script to book Carleton University library study rooms
- Developed in Python using Selenium WebDriver and ChromeDriver
- Support for Windows, Linux, and Darwin