ZHONGHAO LU

Edmonton, Canada

https://github.com/HumphreyLu6

zlu@ualberta.ca | (780)-707-5818

PROFILE SUMMARY

Dedicated graduate solution-oriented computer scientist well-versed in software development, data science, and project management. Solid knowledge of software development, as well as utilizing frameworks and libraries for developing high-quality applications. Seeks to leverage skills and expertise in an entry-level cloud computing role within big tech companies.

TECHNICAL PROFICIENCIES

Languages: Python, C#, Java, SQL, C/C++, JavaScript, HTML, CSS.
Database Management: SQLite, MySQL
Tools/Technologies: OS, Shell/Scripting, Git, Pytorch, OpenGL, Machine Learning, Django, Flask, React, TCP/IP

EDUCATION & ACHIEVEMENTS

University of Alberta   **09/2016 – 04/2020**
B.Sc. in Computer Science (GPA:3.5)
Faculty of Science Undergraduate Scholarship (2018)
Dean's Honour Roll (2018,2019)

CORE COMPETENCIES

- Software Application Development
- Database Management
- Robotics & Programming
- Project Management
- Team Collaboration
- Testing & Debugging
- Architectural Designs
- Distributed System
- Cloud Computing

WORK EXPERIENCE

Hole School of Construction Engineering, Edmonton, Alberta   **01/2019 – 08/2019**
Software Developer Intern
- Demonstrated expertise in designing and developing Windows platform applications for civil engineering solutions using .NET and C#
- Played key role within a team of 8 responsible for gathering requirements, evaluating and modifying project designs while implementing process improvement initiatives and solutions
- Leveraged skillset in analyzing pull requests, testing new features, and fixing bugs

PROJECT EXPERIENCE

SpongeBook
- Conceptualized and developed a distributed web-based social networking application using Django Rest Framework and MVT pattern
- Stellar record in designing and implementing web interfaces with JavaScript library React, Ant Design, HTML and CSS
- Completed the deployment phase on the Heroku platform

FrameX (Windows App)
- Consistently met and exceeded clients' expectations through initiating object-oriented design concept in designing projects solutions
- Utilized C# and .NET for programming functions and JSON for saving data after serialization
- Built add-ons for Autodesk Revit, experienced with Building Information Modeling(BIM) geometry

MedicalTracker (Android App)
- Partnered with a team of 5 to design and develop an android application using Java
- Employed the use of Google Maps API provided by Google Cloud Platform for implementing location features and functions
- Accomplished in using Elasticsearch search engine for querying information while storing data on an HTTP web interface

Classification and Bounding Box Detection on MNISTDD
- Proven success in using Pytorch for training VGG and Fast RNN related neural networks with 60000 images from MNISTDD dataset on Google Colab GPU
- Achieved a classification accuracy of 98.87% and bounding box detection of 88.42%