ZHONGHAO LU

Edmonton, Canada
(+1)780-707-5818 ⋄ zlu@ualberta.ca

EDUCATION

University of Alberta, Canada *September 2016 - April 2020*
BSc with Specialization in Computing Science GPA: 3.5

TECHNICAL STRENGTHS

Programming Languages	Python, Java, C#, C, C++, JavaScript, HTML, CSS
Database Management	SQL, MySQL
Web Development	TCP/IP, Django, React, Flask, Heroku
Tools & Technologies	Shell/Scripting, Git/GitHub, Pytorch, OpenGL, OpenCV

WORK EXPERIENCE

Hole School of Construction Engineering, Edmonton *January 2019 - August 2019*
Software Developer Intern

- On-site internship with Agile development processes
- Designed and developed Windows platform applications for civil engineering solutions using .NET and C#
- Leveraged skillset in analyzing pull requests, testing new features, and fixing bugs
- Gathered requirements, evaluating and modifying project designs while implementing process improvement initiatives and solutions

PROJECTS

SpongeBook (Web App)

- 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 extensions 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 (Machine Learning)

- 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%