

# ZHONGHAO LU

Edmonton, Canada

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## EDUCATION

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**University of Alberta, Canada**

*September 2016 - April 2020*

BSc with Specialization in Computing Science

GPA: 3.5

Dean's Honour Roll (2018, 2019)

Faculty of Science Undergraduate Scholarship (2018)

## TECHNICAL STRENGTHS

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**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

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**Hole School of Construction Engineering, Edmonton**

*January 2019 - August 2019*

Software Developer Intern

- On-site internship with Agile development processes, consistently met clients expectations through initiating Object-Oriented Design concepts and MVC patterns in designing projects solutions
- 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

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**SpongeBook (Web App)**

- Conceptualized and developed a distributed web-based social networking application using Django Rest Framework and MVT pattern
- Designed web interfaces with JavaScript libraries React, Ant Design
- Implemented RESTful APIs with authentication and permission functionalities, applied Unit Tests on endpoints thoroughly
- Utilized Travis CI to build and test pull requests automatically, completed the auto-deployment phase on the Heroku platform

**FrameX (Windows App)**

- Utilized C# and .NET for programming functions and Json.NET for serialization/deserialization
- Optimized user interactive interfaces and functionalities
- 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