Jim Jiaming Zhu

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Skills

- **Languages:** Java, C#, C++, C, HTML, CSS, JavaScript, SQL, Python
- **Tools and Frameworks:** Node.js, Vue.js, Angular.js, Cordova, Android SDK, PostgreSQL, MySQL, Firebase

Education

University of Waterloo
Candidate for BASc Computer Engineering
Sept. 2015 - May 2020

- Term Dean's Honours List, ranked **7th** out of 101 students

Work Experience

Hubdoc - Software Developer
Sept. 2017 - Dec. 2017

- Worked on **100+** document fetching scripts in **Node.js**, **Phantom.js**, and **Nightmare.js**, increasing the fleet's overall reliability from **59%** to **83%**
- Developed an analytics dashboard using **Backbone.js**, **C3**, **Express**, and **PostgreSQL**, providing insightful metrics and data visualizations for the company's business and development team

SAP - Software Application Developer
Jan. 2017 - Apr. 2017

- Constructed robust **IoT** demo boards for SAP's new Leonardo Edge Services, presented at SAP's **DKom** and the **Hannover-Messe** industrial fair in for over a **hundred thousand** viewers
- Created a custom **Java** tool to analyze **OData** endpoints, used by the Toronto, Paris, and Palo-Alto teams

MHS - Software Developer
May 2016 - Aug. 2016

- Optimized database accesses between **C#** and **SQL Server** for the company's assessment scoring algorithm, improving maintainability and increasing speed by **factors of thousands**
- Built an internal peer nomination and metrics app from scratch using **Cordova** and **Firebase**, giving employees and managers additional insight to performance based success and wellness indicators

Projects

Investormate

- Designed and developed an intelligent investment chatbot for **Hack the 6ix**
- Aggregated and presented live market data from **Bloomberg's API** using **Dialogflow** and **Node.js**

Dead Reckoning Navigation App

- Created a native **Android** app that tracks user displacement using only a smartphone's on-board accelerometer and compass
- Implemented an **A*** algorithm to find and direct the user to the shortest path on **any SVG** map

J-OSU

- Developed a Vertical Scrolling Rhythm Game (VSRG) in **Java**
- Used a custom game engine with a negative feedback loop to dynamically minimize timing delays between audio and visuals