Justin Zhang

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EDUCATION

University of Toronto   Scarborough, ON
Bachelor of Science in Computer Science coop   *Expected Year of Graduation: 2027*

EXPERIENCE

Competitive programming and Java tutor   June 2021 – Present
Triway Education   *Ontario*

- Delivered comprehensive instruction on competitive programming concepts ranging from basic to advanced levels, alongside foundational Java programming, to classes of up to 10 students.
- Effectively conveyed my thought process by concisely articulating key algorithmic concepts and problem-solving strategies to students aged 12-16, enhancing comprehension within the classroom.
- Consistently provided concise yet comprehensive updates to my supervisor, ensuring transparency and facilitating effective communication about the progress and dynamics of my classes. This commitment to organization and communication contributed to an enhanced learning experience for students.

COURSES

CSCB20 Introduction to web development   January 2024 – April 2024
University of Toronto   *Ontario*

- Learned HTML, CSS, Javascript, Flask, and SQLite through hands-on assignments and regular exercises.
- Incorporated technical intricacies including relational algebra and the JavaScript event loop for a comprehensive understanding.
- Leveraged course-acquired skills to develop a full-stack web application, integrating user authentication/authorization and tailored functionalities for student and instructor user roles, achieving an overall assignment score of 90.

PROJECTS

Personal Website | *React, Javascript, JSX, CSS*   May 2024

- Developed a front-end web application using React
- Developed dynamic reusable components and adhered closely to React's best practices, ensuring efficiency and maintainability in the codebase.
- Maximized React's built-in optimizations by extensively employing React hooks, enhancing the efficiency and performance of the application.
- Utilized Figma to meticulously design the website layout prior to implementation, ensuring a cohesive and visually appealing user experience.

Snake Recreation | *Java*   Augast 2023

- Recreated Snake using only Java and basic libraries
- Implemented the Game Loop and devised a robust system to manage both ticks and renders efficiently.
- Utilized file writing to store local leaderboards within the game's directory, ensuring seamless access and management of player scores.
- Employed the JFrame and BufferedStrategy libraries to render elements onto a window efficiently and smoothly.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, R
Frameworks: React, Node.js, Flask
Developer Tools: Git, VS Code, Visual Studio, Eclipse