KAI YI (DAVID) ZHANG

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🐙 github.com/KaiYi-David-Zhang   🎓 3B Computer Science

EXPERIENCE

Software Developer

Vital Images

📅 January 2021 - April 2021   📍 Waterloo, ON, Canada

– Quickly adapted to the Agile development at Vital Images

– Worked on Vitrea® Connections, a medical imaging connection software that helps radiologists access patient data efficiently

– Implemented the ability to remove user data from Vitrea® Connections' database when requested by the user

– Developed fixes to improve storage efficiency by avoiding unnecessary calls to costly backend procedures

– Fixed synchronization issues between frontend and backend

– Fixed image duplication issues to free up backend storage space

– **Tools:** Agile, Java, Python, TypeScript, JavaScript, NoSQL

Computer Programmer

Agriculture and Agri-food Canada

📅 May 2019 – August 2019   📍 Harrow, ON, Canada

– Maintained EasyGrapher, a software that aids with visualizing crop data

– Developed a new installation procedure for EasyGrapher

– Implemented functions that calculates important statistics from crop growth data provided by agricultural models to complement the graphs

– Created an application that summarizes test results from automated tests into an easy to understand excel file

– **Tools:** Visual Basic, Excel, ArcGIS

PROJECTS

WLP4 Compiler

University of Waterloo

📅 January 2020 - April 2020

– Implemented a compiler to compile all valid WLP4 code (a teaching language from Waterloo) into MIPS machine language

– Designed programs to scan WLP4 code into tokens, parse the tokens and ultimately generate the MIPS machine language

– **Tools:** C++

Polygon Smash (Unity Game)

Personal Project

📅 June 2020 – August 2020

– Created a Super Smash Bros inspired fighting game using Unity

– Created sprites for character animation, and implemented the main hit-box and hurt-box logic

– Developed the camera logic to appropriately track all players during gameplay

– **Tools:** Unity, C#

HIGHLIGHTS

– 3A Computer Science at the University of Waterloo

– Experienced in: **C++**, **C**, **Java**, **Visual Basic**, **Git**

– Familiar with: **C#**, **HTML**, **CSS**, **Bootstrap 4**, **Unity**, **SQL**, **NoSQL**, **Python**, **Bash**

– Experienced in working with large-scale software development

– Capable of quickly adapting into new development environment

– Fast learner, good communicator and a great teammate

EDUCATION

Candidate for Bachelor of Computer Science

University of Waterloo

📅 September 2018 – April 2023

Relevant Courses:

– Introduction to Database Management (SQL)

– Elementary Algorithm Design and Data Abstraction (C)

– Object-Oriented Software Development (C++)

– Data Structures and Data Management

– Foundation of Sequential Programs (C++)

– Operating Systems (C)

– User Interfaces (Java)

INTERESTS

Video Game Design   Game Theory   Swimming   Team Sports   Music   Public Speaking

LEADERSHIP

Lifeguard/Swimming Instructor

YMCA Oakville

📅 September 2016 – April 2017

– Insured pool safety by working in a team

– Designed lesson for young swimmer to learn