KAI YI (DAVID) ZHANG

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github.com/KaiYi-David-Zhang   🎓 Bachelor of Computer Science

EXPERIENCES

Software Development Engineer Intern
Amazon Web Services (AWS)

📅 September 2022 – December 2022   📍 Seattle, WA, United States

– Implemented the foundation of a migration plan to a new billing system to be used by NAT gateways in every available AWS region
– Reducing operational overhead by a total of roughly 500,000 U.S. dollars
– Demonstrated the ability and cautiousness to work with code that can potentially have large-scale impacts on millions of customers
– Carefully designed and tested code to guarantee no downtime for the migration and customer billing will not be affected
– **Tools:** Java, Git, Amazon Internal Tools

Software DevOps Intern
Sony Interactive Entertainment (SIE)

📅 May 2022 – August 2022   📍 Waterloo, ON, Canada

– Maintaining existing pipelines and CI/CD infrastructures
– Created micro-service to improve server efficiency by providing up-to-date data using APIs instead of retrieving manually edited data on disk
– Created a custom tool to find edits, deletions, and additions between configuration files to assist engineers when they are updating servers
– **Tools:** Jenkins, AWS, Kubernetes, Docker, Groovy, Python, TypeScript, JavaScript

Game Programmer
Behaviour Interactive

📅 September 2021 – December 2021   📍 Montréal, QC, Canada

– Developed features for an upcoming sequel to a AAA game franchise
– Implemented improvements across multiple gaming platforms
– Implemented the save game feature on PlayStation 4 and 5
– Accelerated development through improving the QA team's efficiency by adding new and modifying existing platforms on the team's CI/CD system
– **Tools:** Agile, C++, C#, Kotlin, Microsoft GDK, PlayStation SDK, Nintendo SDK

Software Developer
Vital Images

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

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

PROJECTS

WAT-DFS
University of Waterloo

📅 January 2022 - April 2022

– Implemented a distributed file system that supports the download/upload model for the clients to reduce server stress
– Constructed functionalities to provide file atomicity, concurrent access, and freshness checks for the download/upload model
– **Tools:** C++, Python

HIGHLIGHTS

– Will be graduating with Bachelor of Computer Science at the University of Waterloo in 2023
– Advanced in: **C++**, **C**, **Java**, **Python**, **Git**
– Familiar with: **C#**, **HTML**, **CSS**, **SQL**, **Kotlin**, **Bash**, **TypeScript**, **JavaScript**
– Experienced in working with large-scale software development
– Capable of quickly adapting into new development environment that uses different tech stacks
– Fast learner, good communicator and a great teammate

DEVELOPMENT TOOLS

AWS   Kubernetes   Docker   TeamCity   Jenkins   Confluence   Jira   Perforce Helix Core   Bitbucket   GitHub   Bootstrap 5   Unity   Microsoft GDK   PlayStation SDK   Nintendo SDK   Windows   Unix   macOS   Linux

EDUCATION

Candidate for Bachelor of Computer Science
University of Waterloo

📅 September 2018 – April 2023

Relevant Courses:
– Data-Intensive Distributed Computing
– Applied Cryptography
– Distributed Systems (C++)
– Introduction to Artificial Intelligence (Python)
– Introduction to Database Management (SQL)
– Object-Oriented Software Development (C++)
– Operating Systems (C)
– User Interfaces (Java)

INTEREST

– Distributed Systems
– Cryptography
– Artificial Intelligence
– Video Games
– Cloud Computing