Keven Zhu

Software Engineering Student
kzhu53@uwo.ca | 647-926-7111
27 Cherrystone Dr, Toronto, Ontario, M2H1R8

EDUCATION

WESTERN UNIVERSITY
B.Eng in Software Engineering
London, ON
Sept 2017 - Present (Expected Apr 2021)
Dean's List (2017-2018)

A.Y. JACKSON SECONDARY SCHOOL
High School Diploma
Toronto, ON
Sept 2014 - Jun 2017

LINKS

Github:// **github.com/Keven-Zhu**
LinkedIn:// **Keven Zhu**

COURSEWORK

UNDERGRADUATE
Data Structures and Algorithms
Software Construction
Software Design

SKILLS

PROGRAMMING
Proficient
Java • C++ • Javascript • HTML • CSS
Intermediate
ASP.NEt • Unity • Sybase • MySQL • C#
Git
Basic
Firebase • LaTeX • Python • React.Js

INTERESTS

TECH
Machine Learning • Web Development
Android/IOS Development • Big Data
OTHER
Trumpet Playing • Rock climbing
Bouldering • Tennis

EXPERIENCE

ITG CANADA CORP
Software Engineer Intern
Jun 2018 - Aug 2018 | Toronto, ON
- Developed web applications using C#, ASP.NET, Javascript, HTML, and CSS with source code control handled using Git
- Attended daily stand-ups and sprint reviews
- Attended code reviews and hosted code demonstrations for clients

IVEY FINTECH CLUB
Back-end Developer
Sept 2018 - Present | London, ON
- Back-end developer — wrote code with Javascript for a web-based course rating forum
- Led team in the planning process for the website
- Played a pivotal role in re-organizing the team into proper groups for optimal development work flow

WESTERN SUNSTANG SOLAR CAR CLUB
Software team member
Sept 2017 – Present | London, ON
- Worked to create various Arduino-based components to be used in the solar car.
- Attended testing sessions where components could be tested and fixes could be made

PROJECTS

SOCIAL COURSE PLANNING WEBSITE
Back-end Developer
Jan 2019 – Present
Currently being developed by a team of 15 students using React.Js and Firebase for the back-end and HTML, CSS, and Javascript for front-end. Students can create accounts to plan their schedules and rate courses. Facebook integration provides a social media aspect to the website, allowing students to see what friends are taking.

SPACE SHOOT 'EM UP GAME
Jan 2019 – Present
A video game developed using Unity to create the game assets, game scenes, and UI and C# for scripts. The player plays as a space ship fighting through an endless wave of enemies.

MAXIMUM POWER POINT TRACKING SOLAR CHARGING CONTROLLER
Jan 2019 - Mar 2019
An Arduino device monitors the current supplied by the solar panels and adjusts the output current to ensure batteries are charging correctly. Written in the Arduino programming language.

GPS ARDUINO COMPONENT
Oct 2017 - Dec 2017
An Arduino device that tracks the location of the Arduino and outputs the latitude and longitude coordinates. Written in the Arduino programming language.