Zhirui Wang

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About Me

Proficient:	Python, Java, JavaScript, HTML/CSS, React.JS, Flutter
Previous Experience:	C/C++, C#, MySQL, Swift, Android SDK, .Net, E2E Test
Tools:	Git, Unix Shell, Firebase, Cypress, Android Studio
	AWS, Azure, Google Cloud
Other:	Hugging Face, Automated Testing, Algorithm Engineering & Fine-Tuning
	Cloud Computing, Database Management
Soft Skills:	Communication and Team Work, Public Speech, Self-driven problem solving,
	Self-learning and adapting new skills, Time management

Working Experience

Giv2 Limited | *Test Engineer* — March 2024 – Present

- Developed test code using Cypress.IO, resulting in a 30% reduction in time and cost through automation of end-to-end tests.
- Maintained the Firebase user information store and wrote scripts to query user information.
- Use Cypress Electron and Vue.JS for web automated testing.
- Created a hybrid framework from scratch to represent web pages.
- Leveraged Flutter to refactor legacy code, replace deprecated package functions and optimize performance for both web and mobile platforms.

Bay of Plenty Regional Council | *AI Developer Intern* — November 2023 – March 2024

- Implement machine learning models and automated scripts to optimize submission review for BOPRC and increase notification consent file review speed by 30%.
- Designed and developed an LLM model embedded in Web applications for privacy Document Q&A.
- Collaborated with the digital team with agile development to research and implement mobile flood warning APP, the model prediction accuracy reached 70%

Victoria University of Wellington | *Summer Researcher* — November 2022 – February 2023

- During this summer research project, I was responsible for designing a fruit classification algorithm for the agriculture department.
- Use genetic programming, combined with spectral vibration techniques, to nondestructively classify New Zealand plums by origin and variety.

Code Club Kahurangi | *Volunteer, IT Tutor* — August 2022 – Oct 2022

- At Kahurangi School, teach and help children understand coding concepts by explaining logic through examples like creating some logic basic games or programming robot motion.
- Organized competitions, including robot races and rock-paper-scissors games, to evaluate the effectiveness of our teaching methods in a fun and engaging environment.
- Team discussion about the teaching plan, which means formulating the programming competition strategy and writing the handout document for student.

PROJECTS

Public Transit Search AI Assistant | *React, Python, APIs (Google Maps), Git, Unix Shell, VS Code*   Dec 2023
- Team project for Tauranga BayBus official website embedded customer service ChatBot.
- Team used Agile Development, learned and delivered a Full-Stack Web App.
- Learn Python libraries skills. And program locally running LLM which can store text retrieval and similarity matching via vector data.
- Gain experience by using Google Maps APIs. Program and design Map UI for customers to quickly access information using LLM.
- Gain solid knowledge of React, HTML, CSS and other Front-End programming skills, further improving Back-End and teamwork skills.

BOP GPT | *Flutter, Android SDK, Swift, API(Gradio), Git, Unix Shell, VS Code*   Nov 2023
- Joined a cross-functional team of five people, successfully collaborated by implementing agile methods, resulting in a 20% improvement in on-time project delivery
- Learn to establish communication between the phone and the host via the Gradio framework API.
- Learned and accumulated a lot of experience using Flutter to develop cross-platform software.
- Gaining experience to write test scripts.

Self-created VPN server. | *Azure, AWS, OpenVPN, Google clould*   September 2023
- A Azure cloud server established VPN for my mother's Google Scholar access.
- Gaining skills in cloud computing, including firewalls, Linux VM, user group Settings, and bill gaining.
- The server has been running on Azure, my free student account stopped in December 2023 then moved to Google Cloud now. I shared the build process on my Dev blog.

Police department crime and robbery search database. | *Postgre SQL, Git, Datalore IDE*   May 2023
- Improve DB-to-DB ETL processes, increasing speed of data loading and reducing cross-database dependencies, which positively reflects on projects.
- Implement full-cycle testing for database and ETL components (unit, performance, integration, security, environment, deployment)
- Developed more than 10 tables and supported data analysis by creating multiple complex SQL queries to provide efficient decision-making for police crime management.

Wellington Bus Stop Search | *Java, Maven, Git, JUnit 5, JavaFX*   July 2022
- Developed a Java application to simulate the bus route display and search function for the Wellington area, based on real-world bus stop data obtained from the Metlink website.
- Convert GisPoint coordinates to X/Y 2D point coordinates. Use JavaFX Graphically plots all nodes and edges to visualize bus stop locations, allowing users to easily identify and interact with specific stations.
- Gained experience in object-oriented programming and how to write Java test scripts using JUnit5.

EDUCATION

Victoria University of Wellington   June 2021 - Nov 2023
B.S. Computer Science

ACADEMIC ACHIEVEMENTS

Summer Research Scholarship   Nov 2022 – Feb 2023

Won $8000 Scholarship for 4 months research project, completion of algorithm model design and finished research report.

REFERENCE

- **Garry Christoffersen** – Bay of Plenty Regional Council
  Email: Garry.Christoffersen@boprc.govt.nz

- **John Clegg** – Kahurangi Code Club Coordinator
  Email: john@projectx.co.nz

- **Professor Qi Chen** – Victoria University of Wellington
  Email: qi.chen@vuw.ac.nz