

Leo (Yuanzhe) Zeng

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github.com/leoyzeng
leoyzeng.github.io

EDUCATION

University of Waterloo

Candidate for BAsC Computer Engineering 2026

September 2021 – Present

Cumulative GPA: 3.9/4.0

TECHNICAL SKILLS

Languages	C#, C++, C, Java, Python, JavaScript, PHP, HTML/CSS, Kotlin, VBA
Library/Frameworks	.NET, Unity, Selenium, Google API, React, jQuery, Bootstrap, PyGame
Technologies	MySQL, Linux, Windows, Android, GitHub, UML, Arduino, Raspberry Pi

EXPERIENCE

Plan Group – Software Engineer

September – December 2022

C#, .NET, Visual Basic, CAD, Excel API, Autodesk API

- Project ALICE – Automation in a Logical, Innovative, Comprehensive, Evolving way.
- Increased efficiency for designers in large scale construction by developing 5 software tools to automate and quality check CAD design, used by 125 colleagues daily.
- Created a tool to automatically quality check and revise 20,000+ wire segments in a CAD model, resulting in a process that is 300 times faster compared to manual quality check.
- Improved readability and formatting of CAD models by developing a tool to cleanly and automatically add 1000+ tags to a CAD model according to specifications.

Collaborative Approach Therapy Service – Full Stack Software Developer

January – April 2022

JavaScript, HTML/CSS, jQuery, PHP, MySQL, WordPress

- Improved appearance and user experience of front-end interface for file management system used daily by 20 clinic staff, by replacing PHP-based functionality with interactive AJAX functionality.
- Provided clinic managers with a centralized, secure, and private document repository for employee communications in clinics in 5 cities, by implementing a SQL-based document storage and an HTML/JS/AJAX interface for creating and managing documents.
- Simplified the management of 30+ calendar events on a WordPress website by implementing a plug-in that imported and exported events between WordPress databases and a customized Google Sheet.

PROJECTS

Personal Website

2021

JavaScript, HTML/CSS, jQuery, WebStorm, GitHub Pages

leoyzeng.github.io

- Self-taught JavaScript, CSS, HTML, React, and Bootstrap to better understand web development and user interface.

Chef Boy – 3D action-adventure game where the player explores an alien world

2020

Java, JMonkey Graphics Engine, UML, IntelliJ, Blender

leoyzeng.github.io/projects/chef-boy

- Designed 40+ game entity classes with object-oriented concepts such as inheritance, abstraction, polymorphism, and visualized class interactions with UML diagrams.