

# LEO ZHI

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## Technical Skills

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**Languages/ Libraries:** React, TypeScript, Tailwind CSS, HTML/CSS, Java, Python, C, C++

**Developer Tools:** VS Code, Docker, Virtual Box, PyCharm, IntelliJ IDEA, Neovim, iTerm

**Technologies:** AWS, REST API, cPanel, WHC, Linux, Remote SSH, Git/Github

## Education

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**Simon Fraser University**

*Bachelor of Science in Computer Science*

**Sep. 2022 – May 2026**

*Burnaby, British Columbia*

Relevant Coursework: Client-End Development, REST APIs, OOP, Design Patterns, Systems Programming

## Projects

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**CineMap - Web Application** | *React, TypeScript, Tailwind CSS, Flask, Leaflet*

**October 2024**

- Developed an interactive web application using React and Leaflet to allow users to explore filming locations worldwide through an intuitive map interface.
- Processed user input through Flask, ensuring effective server-side functionality and clear model/view separation..
- Overcame challenges with state management and component hierarchy in React, fostering strong teamwork and project management under tight hackathon deadlines.
- Collaborated on version control using branching strategies and regular team check-ins.

**Swim Sensei - Discord Chatbot** | *Python, AWS, Discord.py, BeautifulSoup4*

**January 2024**

- Developed a Discord chatbot for my swimmers to track their progress.
- Webscraped swimmer data using BeautifulSoup4 to automate data extraction and analysis.
- Deployed and managed the chatbot online using AWS EC2 for continuous websocket connections.
- Implemented asynchronous functions to handle and await user input, enhancing real-time interaction.

**Sprite Sprouts - Interactive RPG** | *Python, PyGame, Object Oriented Design*

**September 2023**

- Won \$100 'Most Original Idea' at Root Hacks for creating an interactive RPG with evolving characters that inherit combat skills across generations.
- Developed game mechanics using object-oriented design, focusing on low coupling and reusable components.
- Collaborated effectively with two first-time hackers to design and implement a unique game concept within a day.

## Work Experience

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**Gators Swim Club** | *Slack, Outlook, Microsoft Teams, Google Drive, Zoom*

**January 2021 – August 2024**

Swim Coach

*Vancouver, British Columbia*

- Coached over 50 swimmers across provincial, divisional, and developmental levels.
- Led parent meetings and mid-season reviews, fostering clear communication and progress tracking.
- Designed and implemented seasonal training programs to enhance athlete performance, progression, and enjoyment.

## Volunteering

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**Silverman Lab** | *ImageJ, Image Analysis, Academic Research*

**Summer 2024**

Volunteer

*Simon Fraser University*

- Collaborated with Silverman Labs to evaluate AI-powered tools for kymograph analysis in motor neuron research.
- Explored and tested ImageJ plugins and KymoButler's free trial, identifying strengths and limitations.
- Reviewed scientific papers and compared various kymograph analysis programs to identify the most suitable options.
- Gained hands-on experience with image analysis and automating research workflows.

**Computer Science Peer Tutoring**

**Summer 2023 – Summer 2024**

Volunteer

*Simon Fraser University*

- Assisted students with topics such as data structures, algorithms, discrete math, and version control.
- Offered guidance on coding challenges, fostering problem-solving skills and enhancing academic performance.
- Facilitated study sessions and explained complex concepts in an approachable manner, improving students' understanding and confidence in the subject.