

# Lijia(Lizzy) Zhang

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## SKILLS

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- Significant experience in building RESTful web application with Asp.NET Core MVC framework
- Strong front-end UI developing experience with TypeScript/JavaScript and AngularJS framework
- Design and develop knowledge in C# with Unity 3D Engine, Android mobile game developing
- Excellent designing sense in HTML, CSS
- Familiar with Python, C, C++, PLT Scheme/Racket
- Experience with version control systems git and hg
- Good understanding of MySQL and other Databases
- Ability of working under Agile development and adapting to new tools and languages quickly

## WORK EXPERIENCE

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### Full Stack Web Developer, *Imagine Communications Corp., DataGatherer Team* Jan 2018 - April 2018

- Developed a Web Application *DataGatherer* from scratch and demonstrated for team moving along
- Built *web-syndication*(back-end service) using **Asp.NET Core** MVC pattern which CRUD RSS/Atom feeds by HTTP requests and query XML data
- Implemented RESTful layer to communicate with *web-syndication* and client-side UI components, controllers, services using **TypeScript(JS)** with **AngularJS**
- Designed web pages using **html5** and **less(css)**
- Discussed, analyzed and strategized project design with Project Managers and UX Managers

### Data Analyst Intern, *China Pacific Insurance Co., Auto Insurance dpt.* May 2017 - July 2017

- Executed an annual business promotion project *Hurricane* in a 6-person team, boosted product sale rate by 5% compared to previous season
- Collected and analyzed data using **MySQL** and Excel to formulate insurance renewal daily report
- Utilized **Python** to process customer data, filtering out the duplicates and invalid information

## PROGRAMMING & DESIGN EXPERIENCE (ALL CONTRIBUTED TO THE OPEN SOURCE COMMUNITY GITHUB)

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### Personal Website *lizzyzhang.com* Aug 2017 - Present

- Designing and building a personal website

### Missile Defense & Monkey Cube Run *dodging & parkour style survival mobile games*

*C# with Unity 3D, NGUI 3.10.0, Android & Windows platform*

*May 2017 - July 2017 & ...*

- Designed UI for starting, gaming and gameover scene
- Programmed to randomly generate missiles to trace warplane
- Scripted XML files to store warplanes' data, built purchasing function by reading and modifying XML files
- Strengthened object-oriented programming skills using API regarding vectors and quaternion
- Devised ground pieces, generated several types of obstacles and rewards randomly using List and Array, stored scores and reward quantity using PlayerPrefs
- Established tapping control for the running cube by using related API, managed several classes' scripts
- Packaged the mobile game on Android Platform using JDK and SDK

## TOOLS

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- |                 |                      |                            |           |
|-----------------|----------------------|----------------------------|-----------|
| • Atom Editor   | • Visual Studio Code | • CLion                    | • Jenkins |
| • Visual Studio | • Unity3D            | • Tortoise version control |           |

## EDUCATION

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### Candidate for Bachelor of Computer Science

*University of Waterloo; Faculty Average above 90%, Major Average around 93%*

*Sept 2016 - Present*

## AWARDS & SCHOLARSHIPS

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### University of Waterloo(UW)Term Dean's Honors List

*1A, 1B, 2A*

### UW President's Scholarship & Faculty of Mathematics Entrance Scholarship

*May 2016*