



Marvin Zhan

Developer | Designer

Software developer and design enthusiast with a penchant for pixel perfect user interface. I love designing new user interfaces, creating dynamic animations, learning programming languages and architectures.

PROJECTS

UWGym Schedule — iOS App published on Feb 2017.

<https://itunes.apple.com/ca/app/apple-store/id1180736244>

- iOS app keeping track of the gym schedule of University of Waterloo
- Written in **Swift 3** with **MVC** pattern, **Heroku** as backend
- Over **20,000** downloads with **250+** daily active users

Schedule Hero — iOS App published on Sep 2017.

<https://mononster.github.io/schedulehero/>

- iOS app that provides better UI/UX of class schedules to students
- Written in **Swift 3** with **Firebase** as back-end
- **Fast course searching system** using Boyer-moore string matching algorithm
- Using **Headless-Browser** and **web crawler** (Written in Swift) to fetch the class schedule of students in UW and then draw it on a scrollView

SnakeNinja — Java 2D game

<https://github.com/Mononster/SnakeNinja->

- 2D game written in **Java** using **JFrame/JPanel/JComponents** etc.
- Classic Snake game with Mission/Arcade/Classic mode (like Fruit Ninja)
- Adopted techniques such as gaming loop, spirit, multi-tasking, rendering and playing music

UWLife — iOS app like Wish/Flipp and chat interfaces like WhatsApp

<https://github.com/Mononster/Swift-CellAnimation>

- Written in **Swift 4** and **Objective-C** with **MVVM** Design pattern.
- **One-Signal** and **Firebase** for back-end database
- Supports Facebook/Google and email sign in authentication
- Chat system with **real-time push notifications** and **disk/memory cache**

JSketch — Android painting app.

<https://github.com/Mononster/JSketch>

- Android app that supporting sketching/drawing 2D shapes written in **Java**

Personal Websites — Web development using **HTML/CSS/JS**

<https://mononster.github.io/schedulehero/> <https://mononster.github.io/>

- Static website using **JQuery** with **minimalism design**

EDUCATION

University of Waterloo

2014 Sep. - Present

4A Honors Computer Science Undergraduate (Major **GPA 3.7**)

CONTACT

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SKILLS

- **Swift** (2 years)
- **Objective-C** (1 year)
- **C/C++** (4 years)
- **JAVA** (3 years)
- **Scala** (School)
- **HTML/CSS/JS** (1 year)
- **SQL** (School)
- **Python** (School)
- **Scheme/Racket** (School)

TOOLS

Cocoapods/Carthage, Latex, Git/
GitHub, Markdown, Vim,
Firebase/One Signal, Photoshop,
After Effect, Web Crawler

AWARDS/ ACTIVITIES

- Top **1%** of Euclid Math Contest
- Recipient of University of Waterloo President's Entrance Scholarship
- Summer coding tutor in China

HOBBIES

I'm a huge fan of basketball, rap music, drawing random stuff and solving algorithm questions