Philip Zhang

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, Python, C/C++, SQLite, MySQL, HTML/CSS, XML, Swift, Kotlin
Frameworks: Angular, React, React Native, Ionic, Node.js, JUnit, Appium, Cypress, Testcafe, UIKit, SwiftUI
Developer Tools: Git, Jira, Figma, Bitbucket, Docker, Visual Studio, Notion
Libraries: Mocha, Chai, jQuery, Jest, NumPy

EXPERIENCE

Software Engineer in Test Intern — Jan. 2024 – Aug. 2024
Pixieset — *Vancouver, BC*

- Maintained CI/CD pipelines by resolving bugs, ensuring stable deployment with a **90% daily pass rate**
- Migrated existing TestCafe test scripts to Cypress, ensuring functional parity and improved test performance
- Integrated smoke and regression suites using Appium, contributing to **100% of mobile tests** and **increasing efficiency of defect detection by 70%**

Software Developer Intern — May 2022 – Aug. 2022
BC Liquor Distribution Branch — *Burnaby, BC*

- **Reduced server response time by 25%** through restructuring of API endpoints using Node.js and Express.js
- Refactored and optimized front-end components using Angular, leading to significant performance enhancements
- Created PowerShell scripts **decreasing manual effort by 40%** by automating file purging and file transfer

QA Analyst Intern — Jan. 2022 – Apr. 2022
TD Bank — *Toronto, ON*

- Reviewed system requirements and created accurate test cases ultimately **improving system reliability by 35%**
- Constructed and executed comprehensive test cases based on functional and non-functional requirements
- Identified and resolved performance bottlenecks, resulting in a **15% improvement in application response time** using Tricentis Tosca and Selenium WebDriver

PROJECTS

Big Way Hotpot Mobile Application — Aug. 2024 - Present

- Engineered a mobile app for Big Way Hotpot using Swift, to be deployed to **thousands of users**
- Introduced a dynamic wait-list management system allowing users to seamlessly join the queue
- Incorporated QR code generation for customer rewards accounts, enhancing user engagement and loyalty

2D Sprite Developer Portfolio — August 2024

- Developed an interactive 2D sprite game using Kaboom.js and Tiled to showcase technical portfolio
- Successfully deployed a Vite-based web application to Netlify with GitHub for continuous deployment
- Designed and implemented a custom map using Tiled with player-specific spawn points and boundaries

Pixiedust | *(Pixieset Annual Hackathon 2024 - **People's Choice Award Winner**)* — July 2024

- Built an npm package that seamlessly integrates micro-interactions deployed to **over 1 million users**
- Created and implemented brand-aligned animations and contextual interactions using Vue.js
- Implemented comprehensive unit tests with Jest to ensure functionality, reliability, and maintainability

Micropedia — Sept. 2023 – Dec. 2023

- Conceptualized a Android microscope slide-viewing application that enables users to review and study on the go
- **Shortened verification time by 50%** using Firebase Authentication, Realtime Database and Storage
- Improved project architecture using MVVM and **reducing code complexity by 30%** for better scalability

EDUCATION

Simon Fraser University — Burnaby, BC
Bachelor of Science in Computer Science, Minor in Business — *Expected Apr. 2025*