

Raymond Zou

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Skills

Languages HTML, CSS, JavaScript/Typescript, C/C++, Java, C#, Python, SQL

Libraries/Frameworks React, Vue.js, Express.js, Node.js, Tailwind CSS, Bootstrap, jQuery

Tools Git, Npm, Webpack, PostgreSQL, MongoDB, Linux, Unity, Godot

Education

University of British Columbia

Vancouver, Canada

BACHELOR OF SCIENCE, COMBINED MAJOR IN SCIENCE

2019 - 2024

- Areas of study: Computer Science, Earth & Environmental Science, Life Science
- Relevant Coursework: Intro to AI, Data Structures & Algorithms, Software Construction, Internet Computing, Relational Databases

Projects

LinkedOut | Social Media App

REACT, MONGODB, TAILWIND CSS

- Gained deep understanding of REST architecture through development of an Express.js server to respond to GET and POST API requests
- Used JSON Web Tokens and localStorage API to create persistent sessions for authenticated users to improve user experience
- Secured user login credentials with the bcrypt hashing algorithm to store salted hashes in the user database

MaeshBot | Discord Utility Bot

NODE.JS, YOUTUBE API, SPOTIFY API, DISCORD API

- Developed a Discord bot that converts YouTube video playlists into Spotify song playlists
- Integrated asynchronous request handling to compile fetched song title data into a playlist using the Spotify API

Rubik's Search | Software

JAVA

- Implemented Thistlewaite's algorithm to solve sequential subgroups using a series of Iterative Depth First Search (IDFS)
- Designed and implemented Cube class to encapsulate and represent Rubik's Cube state as a searchable node

PySnake | Video Game

PYTHON, PYGAME

- A simple Python implementation of the classic snake game created using Python and the Pygame API
- Used Pygame API to separate core game update loop from rendering process

Experience

Raincity Rents

Vancouver, Canada

TECHNICAL APPLICATION SUPPORT

Oct. 2023 - present

- Prepared instructional training documents for residential building managers to facilitate efficient onboarding of new hires
- Deployed VoIP PBX phone system to replace traditional landline systems and reduce communication expenses by up to 50%
- Deployed internal tooling app using Google AppSheet to improve the tracking and maintaining of building utility information
- Skills: Microsoft Excel, Microsoft Word, 3CX, Google AppSheet

UBC Game Development Club

Vancouver, Canada

DEVELOPER

2020 - 2022

- Participate in biweekly team meetings in an agile environment to ensure timely delivery of project milestones
- Implemented core game mechanics with Unity and Photon Unity Network (PUN) to maintain synchronization across clients
- Won UBC Game Dev's Audience Choice Award 2021
- Skills: C#, Unity Game Engine, Git CLI