



Raymond Zou

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EDUCATION

Combined Major in Science

University of British Columbia

- Computer Science, Earth and Environmental Science, Life Science

2019 – 2024

Vancouver, Canada

PROJECTS

LinkedOut (Personal)

- Replicated the social media platform LinkedIn as a single-page application using React.js
- Use JSON Web Tokens to authenticate users and create persistent sessions
- Skills: React.js, MongoDB, Tailwind CSS

MaeshBot (Hackathon - nwPlus HackCamp)

Hackathon

- Developed a Discord bot that converts YouTube video playlists into Spotify song playlists
- Implemented helper functions in JavaScript to query song titles on YouTube and parse URLs
- Skills: Node.js, YouTube API, Spotify API, Discord API

Blackjack Simulator Game (School)

School Project

- Developed a blackjack simulator in Java, with a feature complete dealer and player controls
- Implemented Dealer, Player and related subclasses with Java and GUI with Swing API
- Added data persistence across different sessions with writing and reading local JSON files
- Skills: Java, Swing API

Python Snake Game (Hackathon - Snake-a-thon)

- A simple Python implementation of the classic snake game created using Python and the Pygame API
- Implemented various helper functions that would execute during the game's runtime
- Skills: Python, Pygame

EXPERIENCE

Raincity Rents

10/2023 – present

- Prepare training documents for building managers to digitize workflow
- Implement VoIP call queues and ring groups for automatic call routing
- Design an internal tooling app with Google AppSheet for tracking and maintaining building utilities
- Skills: Microsoft Excel, Microsoft Word, 3CX, Google AppSheet

Panic Titanic (UBC Game Development Club)

2020 – 2022

- Collaborated and met with designers, visual artists and programmers on a weekly basis
- Implemented core game mechanics with Unity and Photon Unity Network framework
- Won UBC Game Dev's Audience Choice Award 2021
- Skills: C#, Unity Game Engine