

Raymond Zou

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EDUCATION

Combined Major in Science (Year 5)

University of British Columbia

2019 – present

Vancouver, Canada

- Computer Science, Earth and Environmental Science, Life Science

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

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

Cook / Kitchen Helper

2017 – 2020

- Communicated with other team members to distribute tasks and execute work efficiently
- Worked in a high-intensity environment to safely serve food to customers in a timely manner