Raymond Zou

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Skills

Languages	HTML, CSS, JavaScript/Typescript, C/C++, Java, C#, Python
Libraries/Frameworks	React, Vue.js, Express.js, Node.js, Tailwind CSS, Bootstrap, jQuery
Tools	Git, Npm, Webpack, 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

- Implemented RESTful API server using Expresx.js to respond to GET and POST requests from the client
- 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
- Implemented 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
- Implemented various helper functions that would execute during the game's runtime

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%
- Designed and deployed internal tooling app using Google AppSheet to track and maintain 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